NATIONAL GEOGRAPHIC

TOPO!® EXPLORER USER GUIDE

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WELCOME TO TOPO! EXPLORER

Welcome to the TOPO! Explorer family! Since 1995, TOPO! map software has helped thousands of outdoor enthusiasts plan, design, and print custom maps. We continue down the path of innovation today, offering new features designed to enhance your outdoor experience.

TOPO! Explorer is our first map software powered by a continuously updated set of online maps and aerial photographs vs. more traditional CD-based packages. This development enables you to browse and download the exact maps you need anywhere in the United States and later add to your collection without the requirement to buy regional or state-sized chunks of maps.

The TOPO! Explorer software set contains two products, both of which are covered by this guide:

- TOPO! Explorer is an entirely new way to get detailed topographic maps for hiking, cycling, backpacking, camping, hunting, fishing, and more. Unlike our State Series or Weekend Explorer titles, TOPO! Explorer retail kits do not contain any preset maps. The package comes with 25 map credits which entitle you to download 25 SuperQuads from anywhere inside the United States. This is ideal for those who recreate occasionally, travel throughout the country, or want to add on to their TOPO! State Series or Weekend Explorer sets.
- TOPO! Explorer Deluxe contains all the features of TOPO! Explorer, plus a nationwide set of United States Geological Survey (USGS) 1:100,000-scale topographic maps. The intermediate-detail topographic maps are perfect for planning longer excursions, identifying land features while on the road, or simply browsing. TOPO! Explorer Deluxe is only available for purchase through a retailer.

TOPO! Explorer (and Explorer Deluxe) also connects you to National Geographic's free national recreation database, located at www.topo.com, which contains up-to-date trails, recreational points-of-interest, trail descriptions, photos, videos, and more. As a TOPO! Explorer user, you can download these files, post reviews, and share your own trips with other outdoor enthusiasts.

Enjoy!

—The National Geographic Maps Team

TOPO! EXPLORER GLOSSARY

This glossary defines terms used throughout this guide and in the TOPO! Explorer software.

7.5-minute quadrangle: A 1:24,000-scale topographic map that shows an area that spans 7.5 minutes of latitude and 7.5 minutes of longitude. It is usually named after the most prominent feature in the quadrangle.

Contour lines: Isolines that show equal elevation on a map at defined intervals.

Index map: Map that accompanies a map set and shows the overall arrangement of maps in the set, showing their numbering scheme and areas of coverage. An index map is useful for finding the particular map needed without having to browse through the entire map set.

Latitude: The angular distance north or south from the equator of a point on the Earth's surface, measured on the meridian of the point.

Longitude: Angular distance east or west on the earth's surface, measured by the angle contained between the meridian of a particular place and some prime meridian, as that of Greenwich, England, and expressed either in degrees or by some corresponding difference in time.

Map credits: The currency to purchase maps from the online map store at topo.com. You must purchase map credits in order to purchase maps.

Route: A series of sequential waypoints. Some routes are drawn freehand and some are GPS routes.

SuperQuads: The name for National Geographic's online set of detailed maps and aerial imagery. SuperQuads are available for purchase at the map store at topo.com. Each SuperQuad contains six layers of map information including:

- USGS 1:24,000 scale topographic
- USGS 1:100,000 scale topographic
- USGS 1:500,000 scale topographic
- I-Cubed aerial photography with four-meter resolution
- USGS digital elevations and names
- HybridQuad which blends aerial photography with topographic linework

Symbol: The icon which visually defines a waypoint on the map. For example, you can add a waypoint for a waterfall, then change the waypoint icon to the waterfall symbol so it is easy to see what type of waypoint you've added. The software contains hundreds of symbol icons for marking and customizing waypoints.

Topo.com: Hosts National Geographic's National Recreation Database. Users can browse, download, and share updated trails on the Web site.

Tour: A slideshow-like presentation of an explorer's trip. A tour may contain waypoints, photos, routes, and videos. Tours can be uploaded to the topo.com Web site.

Trip: A complete excursion, which can consist of a route marked by waypoints, photos, and videos.

Waypoint: A marker that denotes a special point of interest on a route, such as a trailhead, campsite, waterfall, stream, or bridge.

FOR PEOPLE WHO DON'T READ MANUALS

You know who you are! This page briefly introduces how to use this guide and helps you figure out what information you need to read first. This guide has been organized in chronological order, which is the order we expect you will need the information and instructions if you've never owned or installed a TOPO! software product.

The guide is organized into major sections describing the installation of the software, how to create trips and customize maps, work with GPS devices, and troubleshooting. If you've already loaded your software, you can skip right to Section B, "Creating Trips."

Within each section, the chapters discuss all the tasks you can complete with TOPO! Explorer. The chapters are divided into subsections which contain the step-by-step directions related to each chapter's topic. Periodically you will come across a step that is for Windows PC users only or Mac users only. These are marked so you won't make a mistake.

Also, as you go through the guide you will notice the following two icons denoting special information:

This icon marks important information you need to know to help avert problems as you install or run TOPO! Explorer.

This icon marks helpful tips or tricks to help you use TOPO! Explorer more efficiently.

Finally, as you use the sets of directions, please note that all menu, toolbar, button, field, and tab names are marked in **bold**. This will help you match a name in the guide to its corresponding name in the software.

SECTION A: GETTING STARTED

Section A provides instructions for installing and activating TOPO! Explorer and TOPO! Explorer Deluxe software. This section also contains the steps you need to set up your online user profile and manage your online account settings. TOPO! Explorer is comprised of two elements: your free online account at topo.com and the PC- or Mac-based software installation on your home computer.

The topo.com Web site makes you part of the TOPO! Explorer community of users by letting you:

- Visit the online map store to recharge your account and purchase maps you then download to your computer. The detailed, continuously updated SuperQuad maps contain seven layers of map information and cost only $1 each.
- Browse and download updated trails and other recreational points of interest from government agencies, publishers, and outdoor enthusiasts like you.
- Publish your own trails, photos, videos, or custom maps. Review and comment on other users' maps.
- Connect with other TOPO! users through online forums.

The TOPO! Explorer (or TOPO! Explorer Deluxe) desktop application is your computer-based workroom for storing and customizing maps. The desktop system allows you to:

- Link to the online map store and Web features at topo.com.
- Create and organize a library of your maps, trips, and tracks.
- Print full-page trail maps on your desktop printer.
- Store and organize the tours, photos, videos, printed maps, waypoints, and routes you create for your trips.
- Use tools for sharing your trips and maps with others, or download trips you find on www.topo.com.
- Connect, import, and export to your GPS.

In This Section

Chapter 1: Installing TOPO! Explorer

This chapter includes system requirements, installation instructions for both Windows PC and Mac systems, and how to set up and activate your online account at www.topo.com.

Chapter 2: Managing Your Account

This chapter contains the administrative information you need to manage your account, including redeeming serial numbers to get map credits, setting up or retrieving lost passwords, creating your user profile on topo.com, reviewing your purchase history, and managing your favorites.

1 Installing TOPO! Explorer

This chapter contains system requirements and step-by-step directions on how to install TOPO! Explorer and TOPO! Explorer Deluxe on a Windows PC or Mac. You'll also learn how to set up your free online account at topo.com, which gives you access to a growing community of TOPO! software users, many of whom have uploaded their own hikes, photos, and videos. You may find a new friend or discover a part of the United States you'd like to visit. This chapter also explains how to download and save the TOPO! Explorer Deluxe DVDs to your hard drive.

Your TOPO! Explorer license allows you to install the software on up to three different computers, but you only need one user account at topo.com.

1.1 System Requirements

This section explains the hardware and software needed to run TOPO! Explorer.

1.1.1 Windows PC System Requirements

TOPO! Explorer requires the following to run on a Windows PC system:

- An Internet connection: High-speed Internet is recommended for the best performance.
- Windows Vista (32- and 64-bit systems), XP, 2000, ME, or 98.
- Internet Explorer 6 or higher.
- 1 GHZ CPU or better.
- 512 MB RAM.
- 64 MB video memory.
- CD drive.
- *TOPO! Explorer Deluxe Users Only:* A DVD drive is required for installation.

1.1.2 Mac System Requirements

TOPO! Explorer requires the following to run on a Mac system:

- Mac OS X 10.3.9 or higher.

- 1 GHZ CPU or better.
- 512 MB RAM.
- 64 MB video memory.
- CD drive.
- *TOPO! Explorer Deluxe Users Only:* A DVD drive is required for installation.

1.2 Establishing Your Account

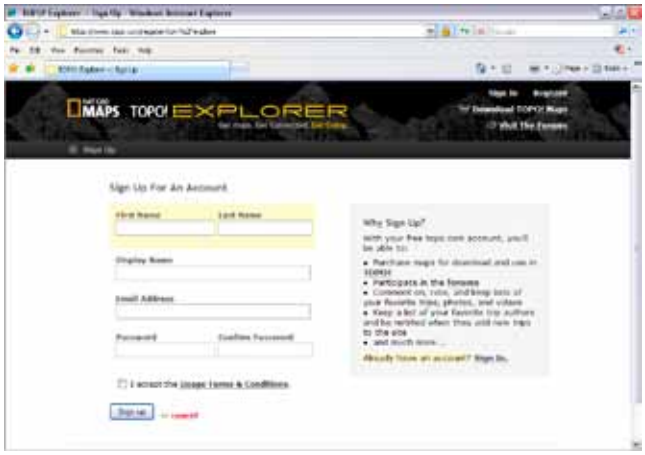
This section explains how to create the free online account at www.topo.com. With this account you can contribute to the forums, rate and review trips, download the TOPO! Explorer desktop application (if you have not already purchased the software package with the discs), and make purchases at the map store.

» To establish your account on topo.com

1. Go to http://www.topo.com.
2. Click on the hiker icon on the right side of the page with the text, **New user? Start Exploring . . . Register Here.**

3. Enter the following information:
   a. **First Name**
   b. **Last Name**
   c. **Display Name:** Your name as you'd like it to appear to other users when you are logged in to www.topo.com.
   d. **E-mail Address**
   e. **Password:** Your password must be at least five characters long.

f. Confirm Password: Retype your password to verify it.



4. Click the **I accept the Usage Terms & Conditions** checkbox to put a check in it.
5. Click the **Sign Up** button.
   You will be sent an activation code via e-mail to the e-mail address you provided. It may take a few minutes to receive this e-mail.

This activation e-mail can be caught by your e-mail program's spam filters. If you do not see the e-mail within a few minutes, please check your spam folder.

6. Once you receive the activation e-mail, in the **Activation Code** field, enter the code you were sent exactly as it is printed.

HELP

If you accidentally close your Web browser window before entering the activation code, go back to http://www.topo.com and enter your e-mail address and password. You will be prompted for your activation code.

7. Click the **Submit** button.
   Your user account is now set up and activated! If you installed the TOPO! Explorer software on your computer, follow the instructions for your operating system.

You can also now create your online user profile as shown in Section 2.2 "Creating Your Online User Profile."

1.3 Installing TOPO! Software on a Windows PC

This section explains how to install the TOPO! Explorer application on a Windows PC. There are two sets of instructions: one set for users who have the TOPO! Explorer discs as purchased with the retail kit and a separate set for users who purchase the software online and then download it without discs.

1.3.1 Installing TOPO! Explorer on a Windows PC with Discs

This section explains how to install TOPO! Explorer on a Windows PC with the discs.

» To install TOPO! Explorer with discs

1. Insert the TOPO! Explorer CD 1 into your CD drive.
   In most cases the auto-run will start the setup wizard. If it does not, browse the contents of the CD and double-click the Setup icon.

2. When the setup wizard appears, follow the onscreen instructions to complete the installation.

TOPO! Explorer
Welcome to the TOPO! Explorer Setup Wizard
The installer will guide you through the steps required to install TOPO! Explorer on your computer.
WARNING: This computer program is protected by copyright law and international treaties. Unauthorized duplication or distribution of this program, or any portion of it, may result in severe civil or criminal penalties, and will be prosecuted to the maximum extent possible under the law.
Cancel
< Back
Next >

Windows Vista Users Only: You may be asked to allow the installation. Click **Yes** to allow. You may also be prompted to install or update your .NET framework. Click **Yes** to allow.
The installation contents from the CD will be copied to your computer. Depending on your hardware, this process may take several minutes.

3. When the install wizard finishes, you will be prompted to click the **Close** button.
4. Browse to your **Windows Start** button, then to **Programs**, and click the **TOPO! Explorer** icon to launch it.

The first time you launch TOPO! Explorer, it will display a message explaining that it is connecting to topo.com and updating the application. This pop-up window may disappear. Do not close TOPO! Explorer until the application appears. This may take several minutes depending on the speed of your hardware and Internet connection.

5. Once TOPO! Explorer launches, the Login screen appears, and you can click the **Login** button.

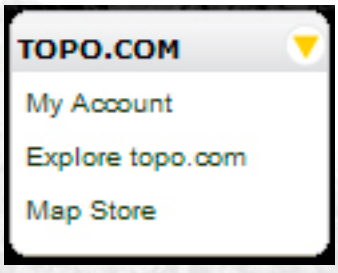
6. If you already have a free user account created on www.topo.com you can log in with your account's username and password.

If you do not have a user account set up, complete the form to create one. (For complete instructions, see Section 1.2 "Establishing Your Account".)

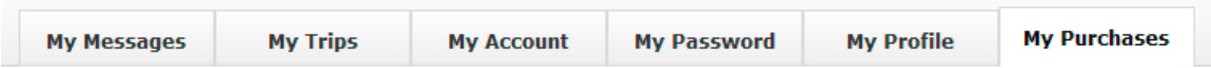
After completing the form, an account confirmation e-mail will be sent to your e-mail address.

This activation e-mail can be caught by your e-mail program's spam filters. If you do not see the e-mail within a few minutes, please check your spam box.

   a. Follow the instructions in that e-mail to activate your account.
   b. Open the TOPO! Explorer application and log in.
7. Once you are logged in, click **My Account** in the top-left corner.



8. Navigate to the **My Purchases** tab.



9. Click the **Enter another Serial Number** link and enter the TOPO! Explorer serial number located on the back of your CD case.

Be sure to enter the serial number in full caps with dashes. This deposits 25 map credits into your account and completes installation.

1.3.2 Installing TOPO! Explorer on a Windows PC without Discs

This section explains how to install TOPO! Explorer on a Windows PC using the online download from www.topo.com.

» To install without TOPO! Explorer discs

1. Go to the Web site http://www.topo.com/downloads.
2. Save the PC download to your desktop.
   The download may take several minutes depending on the speed of your Internet connection.
3. After the download is complete, locate the newly downloaded file (te_latest.exe) on your desktop and double-click it.

Follow the onscreen prompts to install the TOPO! Explorer application.

Windows Vista Users Only: You may be asked to allow the installation. Click **Yes** to allow.

4. To open the TOPO! Explorer application, go to the **Start** menu and click **All Programs**.
5. Click **TOPO! Explorer**.
   Once complete, you have successfully installed the desktop application.

1.4 Installing TOPO! Software on a Mac

This section explains how to install the TOPO! Explorer application on a Mac. There are two sets of instructions: one set for users who have the TOPO! Explorer discs as purchased with the retail kit and a separate set for users who purchase the software online and then download it without discs.

1.4.1 Installing TOPO! Explorer on a Mac with Discs

This section explains how to install TOPO! Explorer on a Mac using discs.

» To install with TOPO! Explorer discs

1. Place the TOPO! Explorer Disc 1 into your CD drive.
2. Browse the CD's contents and locate the TOPO! Explorer(.app) application.
3. Drag and drop this file to your Mac's Applications folder, or anywhere else on your hard drive.
4. Once the package is copied, double-click the **TOPO! Explorer icon** to run it.

5. When TOPO! Explorer launches, the Login screen appears, and you can click the **Login** button.

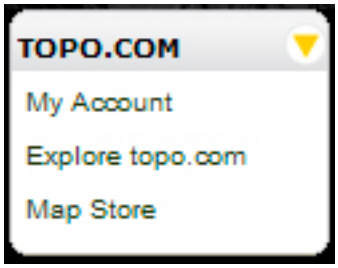
6. If you already have a free user account created on topo.com you can log in with your account's username and password. If you do not have a user account set up, complete the form to create one. (For complete instructions, see Section 1.2 "Establishing Your Account".)

After completing the form, an account confirmation e-mail will be sent to your e-mail address.

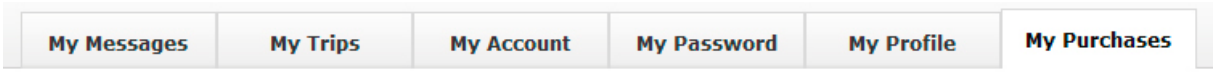
This activation e-mail can be caught by your e-mail program's spam filters. If you do not see the e-mail within a few minutes, please check your spam box.

a. Follow the instructions in that e-mail to activate your account.
b. Open the TOPO! Explorer application and log in.

7. Once you are logged in, click **My Account** in the top-left corner.



8. Navigate to the **My Purchases** tab.



9. Click the **Enter another Serial Number** link and enter the TOPO! Explorer Deluxe serial number located on the back of your CD case.

Be sure to enter the serial number in full caps with dashes. This deposits 25 map credits into your account and completes installation.

1.4.2 Installing TOPO! Explorer on a Mac without Discs

This section explains how to install TOPO! Explorer on a Mac using the online download from topo.com.

» To install without TOPO! Explorer discs

1. Go to the Web site http://www.topo.com/downloads.
2. Save the Mac download to your desktop.
   The download may take several minutes depending on the speed of your Internet connection.
3. Once the download is complete, browse the TOPO! Explorer folder and locate the TOPO! Explorer(.app) application.

4. Drag and drop the TOPO! Explorer application to your Applications folder, or anywhere else on your hard drive.
   Once the application is copied to the TOPO! Explorer folder, it will automatically create the necessary files to support the installation.

5. Once copying is complete, double-click the TOPO! Explorer application to launch it.

   The first time you launch the software, it may take several minutes to complete behind the scenes configuration tasks. Do not close, cancel, or end the software.
6. Once launched, the installation is complete, and you can log in using your TOPO! Explorer Web site user account e-mail address and password.

1.5 Installing TOPO! Explorer Deluxe (Deluxe Users Only)

The TOPO! Explorer Deluxe application is the same one that is available for download at www.topo.com. This section covers two options for installation (for both Windows PC and Mac systems): either first-time installation from the Explorer Deluxe disc, or as an activation that assumes you have downloaded and installed the application from the www.topo.com Web site.

If you have already downloaded and installed the TOPO! Explorer application from topo.com, please use the directions contained in "Activation with Previous Installation – PC and Mac Instructions" in Section 1.5.3.

1.5.1 New Installation on a Windows PC

This section explains how to install TOPO! Explorer Deluxe on a Windows PC for users who have never installed any TOPO! Explorer software on their computers.

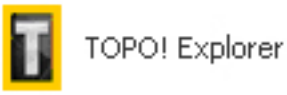
» To install TOPO! Explorer Deluxe new on a Windows PC

1. Insert the TOPO! Explorer DVD 1 into your DVD drive.
   In most cases the auto-run will start the setup wizard. If it does not, browse the contents of the DVD and double-click the **Setup** icon.

2. When the setup wizard appears, follow the onscreen instructions to complete the installation.
   Windows Vista Users Only: You may be asked to allow the installation. Click **Yes** to allow. You may also be prompted to install or update your .NET framework. Click **Yes** to allow.

The installation contents from the DVD will be copied to your computer. Depending on your hardware, this process may take several minutes.

3. When the install wizard finishes, you will be prompted to click the **Close** button.
4. Browse to your **Windows Start** button, then to **Programs**, and double-click the **TOPO! Explorer** icon to launch it.



The first time you launch TOPO! Explorer, it will display a message explaining that it is connecting to topo.com and updating the application. This pop-up window may disappear. Do not close TOPO! Explorer until the application appears. This may take several minutes depending on the speed of your hardware and Internet connection.

5. Once TOPO! Explorer launches, the Login screen appears, and you can click the **Login** button.

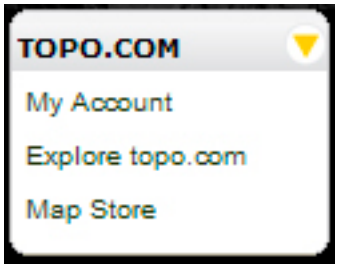
6. If you already have a free user account created on topo.com you can log in.

   If you do not have a user account set up, complete the form to create one. (For complete instructions, see Section 1.2 "Establishing Your Account".After completing the form, an account confirmation e-mail will be sent to your e-mail address.

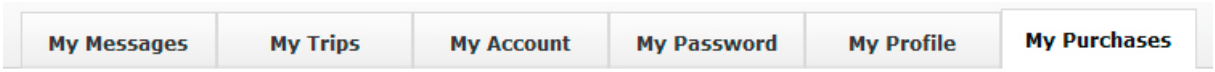
This activation e-mail can be caught by your e-mail program's spam filters. If you do not see the e-mail within a few minutes, please check your spam box.

   a. Follow the instructions in that e-mail to activate your account.
   b. Open the TOPO! Explorer application and log in.

7. Once you are logged in, click **My Account** in the top-left corner.



8. Navigate to the **My Purchases** tab.



9. Click the **Enter another Serial Number** link and enter the TOPO! Explorer Deluxe serial number located on the back of your CD case.

Be sure to enter the serial number in full caps with dashes. This deposits 25 map credits into your account and completes installation.

1.5.2 New Installation on a Mac

This section explains how to install TOPO! Explorer Deluxe on a Mac for users who have never installed any TOPO! Explorer software on their computers.

» To perform a new installation on a Mac

1. Place the TOPO! Explorer Disc 1 into your DVD drive.
2. Browse the DVD's contents and locate the **TOPO! Explorer icon**.

3. Drag and drop this file to your Mac's Applications folder, or anywhere else on your hard drive.
4. Once the package is copied, double-click the TOPO! Explorer icon to open the program.

5. When TOPO! Explorer launches, the Login screen appears, and you can click the **Login** button.

6. If you already have a free user account created on www.topo.com you can log in.

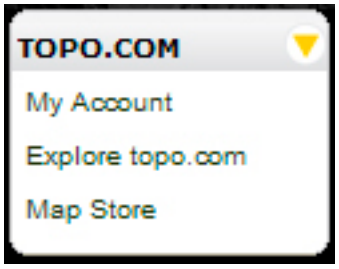
If you do not have a user account set up, complete the form to create one. (For complete instructions, see Section 1.2 "Establishing Your Account".)

After completing the form, an account confirmation e-mail will be sent to your e-mail address.

This activation e-mail can be caught by your e-mail program's spam filters. If you do not see the e-mail within a few minutes, please check your spam box.

a. Follow the instructions in that e-mail to activate your account.
b. Open the TOPO! Explorer application and log in.

7. Once you are logged in, click My Account in the top-left corner.



8. Navigate to the **My Purchases** tab.

Click the **Enter another Serial Number** link and enter the TOPO! Explorer Deluxe serial number located on the back of your CD case.

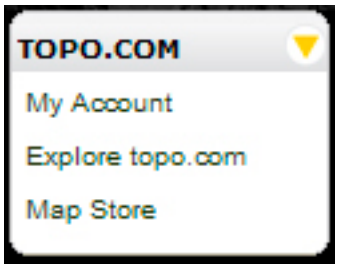
Be sure to enter in full caps with dashes. This deposits 25 map credits into your account and installation is complete.

1.5.3 Activation with Previous Installation (PC and Mac Users)

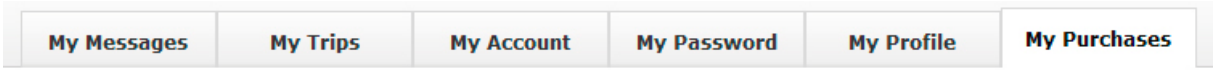
If you have already downloaded and installed the TOPO! Explorer application you do not need to install the application found on DVD 1. The application available on www.topo.com is the same (if not newer) than the application found in either of the TOPO! Explorer and TOPO! Explorer Deluxe retail kits. This section explains how to redeem your map credits and access the maps that come with TOPO! Explorer Deluxe.

» To activate TOPO! Explorer from a previous installation

1. Launch TOPO! Explorer application and log in.
2. Click **My Account** in the upper-left corner



3. Click the **My Purchases** tab.



4. Select the **Enter Another Serial Number** link near the center of the page and then enter your TOPO! Explorer serial number exactly as printed (including all caps and dashes).

   The serial number is printed on a white sticker on the back-right corner of your CD case.
5. An onscreen message says that TOPO! Explorer maps are being installed; click **OK** when prompted.
   A screen notifies you when the installation is complete.

*Your Library's Maps list now displays a tab for **SuperQuads** and one for **TOPO! Products**. You will also see an entry for TOPO! Explorer Deluxe on the **TOPO! Products** tab.*

6. Once activation is complete, you can zoom into the maps.
7. When you reach the 100,000-level maps, you are prompted to insert either Disc 1 or Disc 2.

Disc 1 covers all states west of 100 degrees longitude, approximately Oklahoma's north-south border with Texas. Disc 2 covers all states east of that same border.

1.6 Saving TOPO! Explorer Deluxe DVDs to Your Hard Drive

TOPO! Explorer Deluxe, available at retailers, contains two DVDs which have a complete nationwide set of USGS 1:100,000-scale topographic maps for the United States. Once installed and activated, users can browse these maps from the included DVDs or stream the map layer from the Internet. If you have significant hard drive space and want to copy the map data locally, follow the instructions in this section.

There are separate sets of steps for Windows PC and Mac users.

These data folders are very large. Each folder is approximately 4GB.

1.6.1 Saving to Your Hard Drive (Windows PC Users Only)

This section explains how to save the TOPO! Explorer Deluxe DVD maps to your hard drive.

» To save maps to your hard drive (Windows PC users only)

1. Insert either Deluxe DVD 1 or DVD 2 into your DVD drive.
   Disc 1 covers the western U.S. (west of Oklahoma). Disc 2 covers the eastern U.S. (Oklahoma eastward).
2. Browse the DVD and locate either the DX_D01 or the DX_D02 folder.
3. Copy and paste this folder to the root directory of your drive.
   For example, C:/.
4. Once copied, close and restart TOPO! Explorer.
   Your data will now be pulled from the local folder.

1.6.2 Saving to Your Hard Drive (Mac Users Only)

This section explains how to save the TOPO! Explorer Deluxe DVD maps to your hard drive.

» To save maps to your hard drive (Mac users only)

1. Insert the Map Data DVD that you would like to save into your disc drive.
   Disc 1 covers the western U.S. (west of Oklahoma). Disc 2 covers the eastern U.S. (Oklahoma eastward).
2. Copy and paste the DX_D01 or the DX_D02 folder to the top level of your Mac hard drive (not the Applications folder).
3. Once copied, close and restart TOPO! Explorer.

2 Managing Your Account

This chapter explains how to manage the account features of TOPO! Explorer, including basic tasks such as how to change your password, retrieve a lost password, and create an online user profile for your www.topo.com account. You will also learn how redeem the serial numbers from your purchase of TOPO! Explorer for map credits that you can spend at the www.topo.com map store. Instructions also explain how to use the favorites features, add and remove favorites, and manage alert preferences for your favorites.

*We recommend when you are working in the desktop application that you activate the **Pan** tool on the top **Tool** menu. The **Pan** tool icon is the picture of the hand. Using this tool as your main tool prevents you from unintentionally dropping waypoints on maps.*

2.1 Maintaining Your Password

This section explains the steps to take if you want to change your TOPO! Explorer password and how to retrieve a lost password for your account.

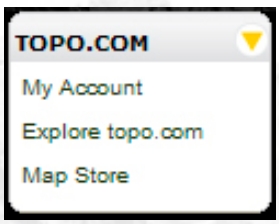
The password you set up for your account is used for both your topo.com online account and the TOPO! Explorer software on your computer.

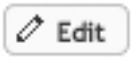
2.1.1 Changing Your Password

This section provides step-by-step instructions for changing your password.

» To change your password

1. Open your **TOPO! Explorer** application and login
2. Click **My Account** and navigate to the **My Password** tab.



3. To change your password, click the **Edit** button to the right of your current password. 

4. Enter your new password, and then retype it in the **Please Confirm** space.

5. Click the **Accept** button.

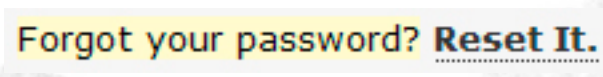
2.1.2 Retrieving a Lost Password

This article provides step-by-step instructions for retrieving a lost account password.

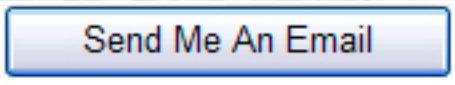
» To retrieve a lost password

1. Open your Internet browser and go to www.topo.com.
2. Click **Sign In**.

3. On the Sign In page, click **Reset It**.



4. On the Reset Password page, enter your e-mail address.
5. Click the **Send Me An E-mail** button.



An e-mail will be sent to your default account e-mail. Be sure to check your e-mail program's spam folder as these type of e-mails are routinely caught by these filters.

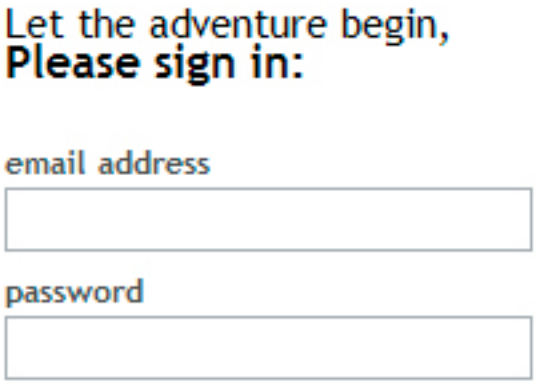
6. Follow the directions supplied with your password reset e-mail to change your password.

2.2 Creating Your Online User Profile

Your profile on the TOPO! Explorer Web site is your chance to promote your favorite places, activities, trips, and yourself! Creating a profile is easy, and with a little creativity you can create a rich page.

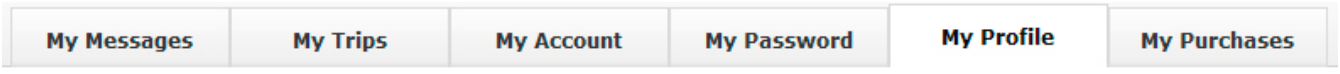
▶ To create your online user profile

1. Open your Internet browser and go to www.topo.com.
2. Enter your email address and password.



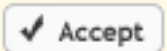
3. Click the **sign in** button

4. Click your username in the top-right corner of the Explorer page.
5. Click on the **My Profile** tab.



6. Enter information for each field in the form, selecting the **Edit** button to change the contents of a particular section.

If you do not complete a section it is omitted from your public profile.

7. When you are finished with a section, click the **Accept** button to save changes. 

8. You can preview your work by clicking the **View My Profile Page** link in the top right corner of the form.

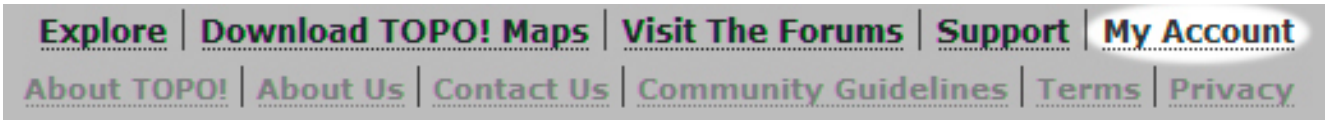
- *When uploading photos, you can upload an image up to 4 MB in size using .JPG, .GIF, or .PNG file formats.*
- *Each information section allows you to add colors, change fonts, add lists, and embed photos and videos in your profile.*

2.3 Redeeming Serial Numbers for Map Credits

Map credits are the currency you use to purchase SuperQuads from the TOPO! Explorer online map store. You initially receive map credits by entering a valid serial number provided through the purchase of TOPO! Explorer or TOPO! Explorer Deluxe retail packages or through purchasing the software at the online store.

» To redeem serial numbers for map credits

1. Either launch the TOPO! Explorer desktop application or launch your Internet browser and go to www.topo.com
2. Log in to your account.
   If you are using the desktop application, the login appears on the initial screen. If you log in using the Web site, the login page appears on the top right hand side of the home page.
3. Once logged in, click on the **My Account** link found at the bottom of the TOPO! Explorer web site.


Explore | Download TOPO! Maps | Visit The Forums | Support | My Account
About TOPO! | About Us | Contact Us | Community Guidelines | Terms | Privacy

4. Click the **My Purchases** tab.

5. At the top of the **My Purchases** tab, click the **Enter another Serial Number** link.

6. In the serial number box that appears, enter the serial number printed on the back of your TOPO! Explorer or Explorer

Deluxe CD case.

Be sure to enter the serial number exactly as printed with capital letters and dashes.

7. Once entered, the number of map credits increases by the number provided with your purchase (25 credits each for Explorer and Explorer Deluxe retail packages).

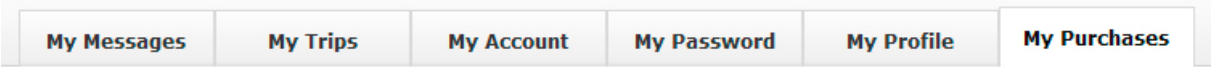
2.4 Reviewing Your Purchase History

Any time you purchase and then download a SuperQuad from the TOPO! Explorer Web site it is recorded in your purchase history. You can review these purchases at any time.

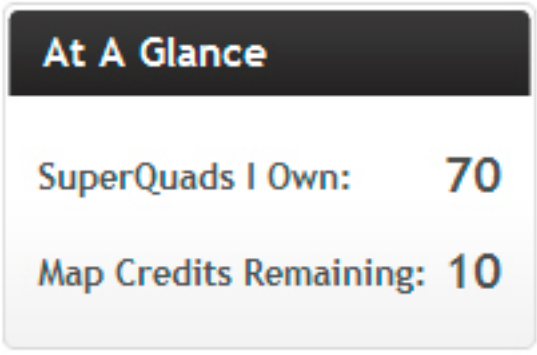
Unused map credits expire two years after they are activated, so keep an eye on your credits' expiration dates so you don't lose them. Please note that once credits are redeemed for maps, the maps themselves never expire.

» To review your purchase history

1. Sign in to your TOPO! Explorer user account.
2. Click your username in the top-right corner to navigate to your account page.
3. On the Account page, click the **My Purchases** tab.



4. There are two ways to see how many map credits remain in your account:
   - The **At a Glance** box on the right side of the screen displays the number of SuperQuads you own and your remaining map credits. SuperQuads are listed in the order in which you purchased them, from oldest to newest.



- The **Map Credits I've Purchased** section displays the date, number of credits, number of credits remaining in that batch, and the expiration date of any unused credits. Each time you Enter another Serial Number from the purchase of map credits, retail products, or promotional giveaways, the new map credits are added as a new line item on this list.

Map Credits I've Purchased

Purchase Date	# Credits	# Remaining	Expires
04/28/2008 01:09PM	50	0	04/28/2010
05/20/2008 06:03PM	5	0	05/20/2010
07/28/2008 10:02AM	25	10	07/28/2010

Links on the My Purchases tab take you to where you can activate additional serial numbers or purchase more credits from the map store.

2.5 Adding Favorites

TOPO! Explorer allows you to create a favorites list where you can add trips, photos, videos, and explorers. After adding favorites you will be alerted by e-mail when your favorite explorers (authors) or trips are updated. This is a great way to keep up to date on new files posted by a favorite author, or be alerted if a new version of a file for your favorite park is available.

This section explains how to add items to your favorites list.

» To add to your favorites list

1. Log in to your TOPO! Explorer account.
2. Browse to a trip, author, photo, or video you wish to add to your favorites.
3. Click on the item's title to open its page.
4. On the top-right corner of the item's page, click the **Add to Favorites** icon.

Before you add the item as a favorite, the heart icon next to Add to Favorites is an outline. When the item has been added to your favorites list, the heart becomes solid.

2.6 Removing Favorites

This section explains how to remove items from your favorites list that you may not need any longer.

» To remove favorites

1. Log in to your TOPO! Explorer account.
2. Browse to a trip, author, photo, or video you wish to add to your favorites.
3. Click on the item's title to open its page.
4. On the top-right corner of the item's page, click the **Remove from Favorites** link.

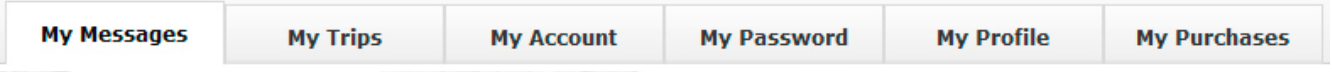
The heart icon next to Remove from Favorites is a solid heart. When the item is removed from your favorites list, the heart becomes an outline again.

2.7 Managing Your Favorites' Alert Preferences

Once you have a list of favorites, you can adjust your preferences for how you want to be notified when changes are made by other explorers or if comments about your content are posted to www.topo.com.

» To manage your favorites' alert preferences

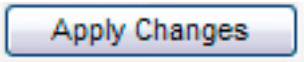
1. Log in to your TOPO! Explorer account.
2. Click on your user name in the top-right corner to navigate to your account page.
3. Click on the **My Messages** tab.



4. On the **My Messages** tab, the **Notification Preferences** box on the right side of the screen allows you to set the following preferences:
   - **When should we notify you?**
     - **When one of my favorite trips is updated.**
     - **When one of my favorite authors posts content.**

- **When someone comments on content I've posted.**

- **How should we notify you?**
  - **On This Page**
  - **By E-mail**
  - **Both:** Gives you the option to be notified to changes on this page and by e-mail.

5. Check the box next to the options you want to set.
6. Click the **Apply Changes** button to finalize your preferences. 

SECTION B: CREATING TRIPS

This section explains how to create trips and customize them as you choose. It starts by detailing how to buy and download the maps you need for planning trips, then explains all of the tools provided in TOPO! Explorer for marking routes and waypoints. Next, you'll learn how to print the maps you make. You can also create trips and tours and upload them to the www.topo.com Web site. It also introduces how the TOPO! Explorer forums work and the kinds of information you can find there.

In This Section

Chapter 3: Buying and Navigating Maps

This chapter explains how to buy and download SuperQuads, the maps you need on your system before you can customize them. You will also learn how to find places and coordinates on maps, as well as play tours.

Chapter 4: Working with Maps and Trips

This chapter provides detailed descriptions of the TOPO! Explorer tool bars and explains how to view SuperQuads, find a trip or explorer on a map, download trip files, and open downloaded trip files.

Chapter 5: Printing Maps

This chapter explains how to print the maps you create and how to customize your printed map with an elevation profile.

Chapter 6: Editing and Creating Custom Maps

This chapter includes the steps for drawing, erasing, saving, deleting, and editing the appearance of routes; adding and editing waypoints; and adding, editing, moving, deleting, and editing the appearance of text labels.

Chapter 7: Sharing with the TOPO! Explorer Community

This chapter contains the instructions for posting a trip report online, posting reviews and comments about trip files, posting comments to a forum, and marking questionable items as inappropriate.

3 Buying and Navigating Maps

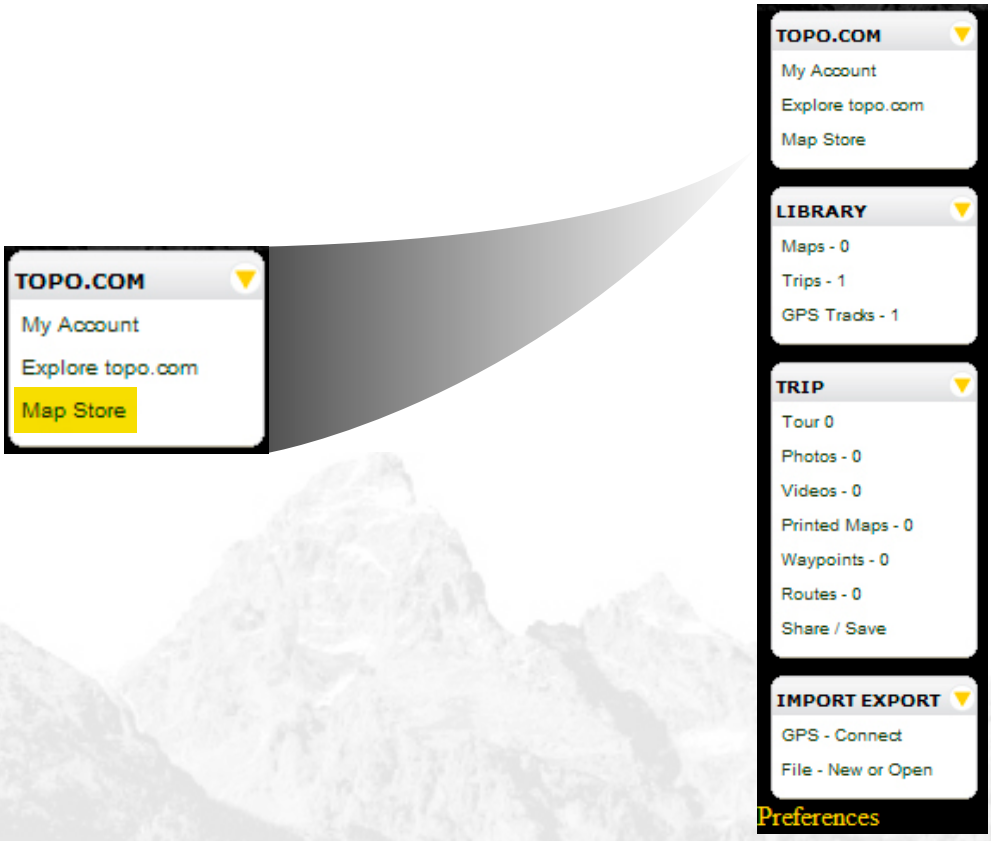
TOPO! Explorer uses a new set of online maps, known as SuperQuads, which are available for purchase and download from the online map store. SuperQuads contain six levels of map information, allowing you more flexibility in planning trips. This chapter walks you through how to select and purchase maps from the online map store. Then you will learn how to then download them to your computer so you can begin creating trips. Finally, steps explain how to find a place or coordinate on a map, as well as how to play a trip file tour.

3.1 Buying and Downloading SuperQuads

This section provides step-by-step directions on how to select and download SuperQuads from the map store and then find and view them in TOPO! Explorer.

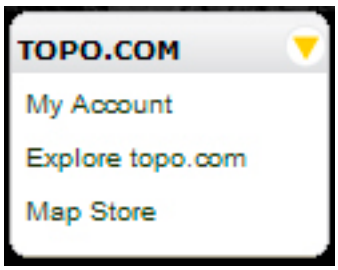
» To buy and download SuperQuads

1. Launch the TOPO! Explorer desktop application.
2. Log in when prompted.
3. From the **Navigation** menu, in the **TOPO.COM** bucket, click the **Map Store** icon.



The TOPO! Explorer Map Store window opens. The window shows an overview of the number of maps you've downloaded to date and your remaining map credits.

If you have a TOPO! Explorer serial number but have not entered it yet, click the **My Account** link in the **TOPO.COM** bucket of the **Navigation** menu and enter it on your **My Purchases** tab.



4. Use the U.S. map to pan, and double-click to zoom into the area from which you would like to download maps.

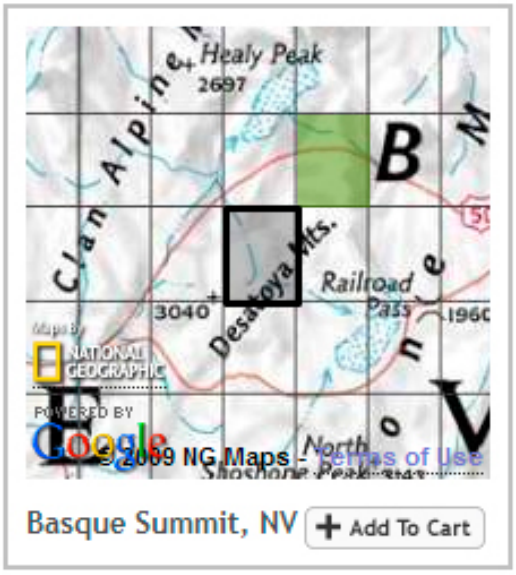
   As you zoom in, an overview map appears to the left of the larger map. This overview map shows you the name and outline of the SuperQuads in that area. A corresponding black rectangle will appear on the larger map which shows you the boundaries of the SuperQuad you are currently centered on.

TOPO! Explorer Map Store
Select SuperQuads you want to buy on the small map. To move around, you can drag the small map or use the navigation & zoom controls on the preview map.
Shopping Cart
Your cart is empty. Please select a quad from the map above to add it to your cart.
Map Credits
You have: 10
You need: 0
(You can buy more during checkout.)
TOPO!
Satellite
Hybrid

5. Continue clicking on either the large or small maps to position yourself in the area from which you want to download SuperQuads.

6. Once you've located the maps you want, click the **Add to Cart** button.

Once you add a SuperQuad to your cart, it turns yellow in the smaller overview map. Maps you have already downloaded appear green in the smaller overview map



If you add a SuperQuad to your cart in error, you can remove it by clicking the trash can icon before the purchase is completed.

7. When you are finished adding SuperQuads to your cart, click the **Proceed to Checkout** button.

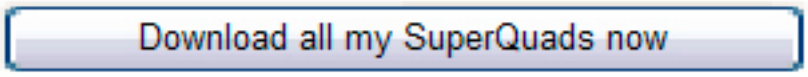
The Map Store Checkout window appears. This window shows how many map credits you need for this purchase, how many you have, and gives you the option to buy more if necessary.

8. If you want to remove a SuperQuad from your list, click **Edit** and make the appropriate changes.

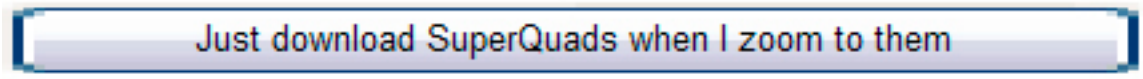
9. When you are satisfied with your shopping cart, click the **Place Order** button.

10. You will be presented with your choice of two download options:

    - **Download all my SuperQuads now:** This option immediately downloads all the various layers and tiles associated with the SuperQuads you've purchased. They will be stored on your hard drive and will be available even when you are offline.



    - **Just download SuperQuads when I zoom to them:** This option delays downloading maps to your hard drive until you actually browse those maps. You must have an Internet connection to view these maps until you've browsed over every level, layer, and tile that makes up a SuperQuad. This is a great option if you don't want to tie up your Internet and don't expect to use TOPO! Explorer offline in the near future. You can always come back to these options later and choose to download all the maps you've purchased.



11. After selecting your preferred option, the Maps section of your library opens.

    A list of the SuperQuads you own is displayed here, including the ones you just purchased.

12. To view a particular map, simply click the SuperQuad's name.

    Your map will reposition and zoom you into the USGS 1:100,000 scale level for that particular SuperQuad.

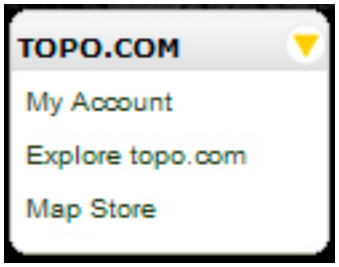
    If you immediately browse maps you've just purchased, certain tiles may read "Download in Progress." If you chose to download the maps now, the downloader will prioritize the tiles based upon your browsing. If you chose to download the maps as you browse, these tiles will stream in and be stored to your hard drive as you zoom and pan around the SuperQuads.

3.2 Finding a Place on a Map

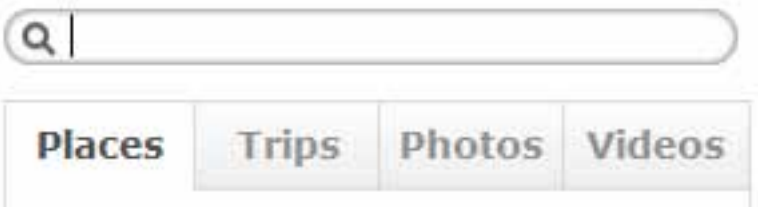
The TOPO! Explorer Web site has a built-in search tool that enables you to find place names on the map. This search is powered by the GeoNames Wiki, to which you can register and add place names if a specific location isn't listed. The instructions in this section explain how to find place names in TOPO! Explorer.

» To find a place on a map

1. On the **Navigation** menu to left of the map window, click the **Explore topo.com** link.



2. Double-click the Index map.
3. Click the **Places** tab.



4. In the **Search** box, enter the place name you want to find.
5. Press **Enter** on your keyboard (**Return** on a Mac keyboard).
   The search results panel opens on the left side of the map window with a list of matching results. The results of your search are shown on the map marked by pushpins.
6. Click on any of the results (pushpins) to see the corresponding location on the map. Additionally you will be provided the coordinates for that location.

HELP

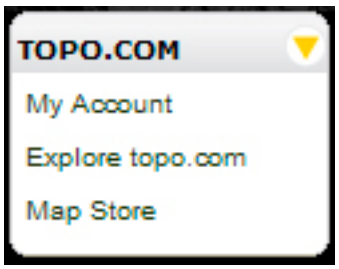
- *When searching for a physical place, such as a mountain, lake, or river, try your search without the feature part of the name included. For example, when searching for "Mt. Rainier," search for just "Rainier" in the "Mountains and Natural Features" type.*
- *Unlike other TOPO! applications, you can search for a street address.*
- *If you can't find the place you're looking for, consider adding it to the GeoNames database. We routinely update our database from this Web site.*

3.3 Finding a Coordinate on a Map

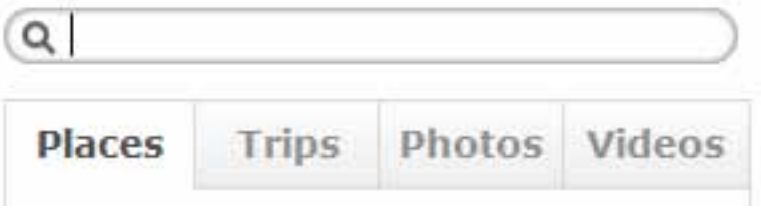
This section explains how to find a coordinate on a map.

» To find a coordinate on a map

1. On the **Navigation** menu to left of the map window, click the **Explore topo.com** link.



2. Double-click the Index map.
3. Click the **Places** tab.



4. In the **Search** box, enter the coordinate you want to find, formatted like the following: 37.12345, -120.12345.
5. Press **Enter** on your keyboard **(Return on a Mac keyboard)**.
   The search results panel opens on the left side of the map window with a list of matching results. The results of your search are shown on the map marked by pushpins.
6. Click on any of the results (pushpins) to see the corresponding location on the map.

3.4 Playing a Trip File Tour

Tours are a new feature in TOPO! Explorer. Like a “highlights reel,” they enable trip file authors to lead people through a guided tour of their creation. Tours are created in the desktop application and then uploaded and played on the Web site.

» To play a trip file tour

1. Launch the TOPO! Explorer desktop application.
2. Navigate to the Explore page of TOPO! Explorer.
3. Browse trip files by exploring the maps.
   Trip files that contain a tour will have a white **Start Tour** button located inside the map browser window just to the right on the map navigation and level tools.

4. To play the tour, click the **Start Tour** button.
   The tour begins, moving the map to each stop designated by the trip's author. Use the control buttons at the top of the tour pop-ups to pause, skip ahead, or back up steps.

4 Working with Maps and Trips

After you purchase and download maps to your system, you'll want to start creating trips and customizing maps. This chapter teaches you how to use the TOPO! Explorer toolbars and their functionality. Then you will learn how to view the SuperQuads you've downloaded, create trip tours, and download and open trip files.

4.1 Tools for Viewing SuperQuads

This section provides an overview of the toolbars in the TOPO! Explorer desktop application.

The TOPO! Explorer desktop application contains two main toolbars (top and left) and a third pop-up menu (bottom), which is activated by the use of certain tools:

- The top menu, referred to as the "**Tool** menu," contains round icons marking the map editing tools.

- The left menu, referred to as the "**Navigation** or Content menu," contains four distinct buckets that connect you to the Internet, your content library, your current active trip file, and any connected GPS receivers.

- The bottom pop-up menu, referred to as the "**Control** or Detail menu," is visible when editing specific content such as waypoints, routes, symbols, notes, etc.

4.1.1 Tool Menu

The **Tool** menu displayed at the top of the TOPO! Explorer application contains 10 round icons. Clicking on an icon activates a particular tool for creating custom maps. Starting from left to right the tools are:

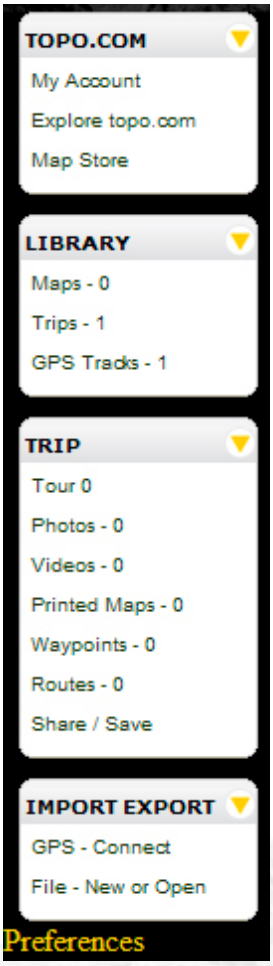
- **Tour:** The **Tour** button launches the Tour creation menu. Tours are virtual slideshows, like a highlights reel of content included in a trip file. Tours enable Web site visitors to take a tour of what your file contains or find out what your trip is all about. Creating a tour enables the author to show off favorite photos, their great cartography, and more. When played on the Web site, tours move the user from highlight to highlight while automatically recentering the map.
- **Share:** The **Share** button launches the trip file sharing menu. This menu walks you through the steps to prepare your trip file for the Web site. You can also access this menu by clicking the **Share/Save** button on the bottom of the left **Navigation** menu. Sharing a trip requires you to title, describe, and position your map for the Web. You can also specify which image to use as your thumbnail as well as the map zoom level that a visitor begins with.
- **Print:** The **Print** button launches the **Print** menu where you can specify your printer, page sizes, and orientation. In addition, you can preview your map, add coordinate grids and marginalia such as scale bars, or change the scale.
- **GPS:** The **GPS** button launches the **GPS** menu. The menu enables you to import and export content from your GPS receiver. Once connected, your GPS also appears in the **Navigation** menu's **Import/Export** bucket.
- **Pan:** The **Pan** button activates the **Pan** tool, which is a grabber hand that enables you to move the map in any direction. Place your cursor on the map, hold down the mouse button, and either pull or push the map in the direction you want to move it. Double-clicking with the **Pan** tool zooms in the map one level at a time.
- **Select:** The **Select** button activates the **Select** tool, enabling you to select content you've added to the map, such as a waypoint. Selected items can then be edited. While the **Select** tool is active, you cannot pan the map by holding down the mouse button. Instead, position your cursor toward the edge of the map in the direction you want to pan. The cursor changes to a black arrow; holding down or double-clicking the mouse button scrolls the map in that direction.
- **Waypoint:** The **Waypoint** button activates the **Waypoint** tool, which changes the cursor to a cross-hair upon activation. Simply move the cursor to the point at which you want to create a waypoint and click your mouse. The waypoint is added to the map using the default symbol. By selecting the **Down Arrow** icon next to the **Waypoint** tool icon you can preselect a different symbol to use for new waypoints.
- **Route:** The **Route** button is also known as the drawing tool. It turns your cursor into a horizontal pencil.

Position the tip of the pencil where you would like to begin drawing a freehand route, also known as a trail. Press the mouse button to engage the pencil. To draw, move the mouse while pressing the button, to draw. Selecting the down-arrow icon next to the **Route** icon enables you to preselect the route color and type before drawing.

- **Text:** The **Text** button activates the **Text** tool. Move your cursor and click where you want to post a label. An untitled text box appears on the map in which you can type text. To edit the text, click the text box with the **Text** tool (it will turn yellow) and type.
- **Help:** The **Help** button takes you to the Help wiki where you can search for articles.

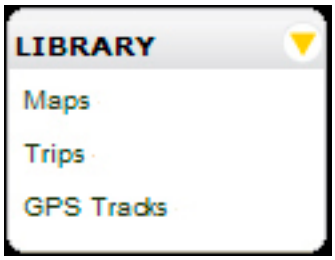
4.1.2 Navigation/Content Menu

The **Navigation/Content** menu on the left side of your screen contains four sources of content for your maps. Each section has its own title followed by a yellow down-arrow icon. Clicking the yellow icon collapses that box.



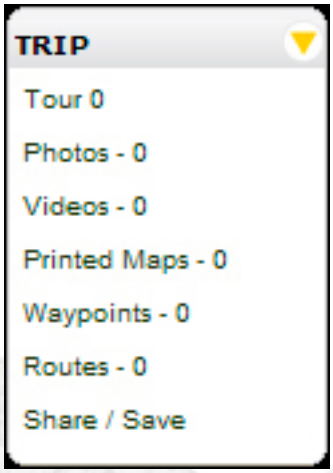
- **TOPO.COM:** This bucket contains three links to core parts of the www.topo.com Web site. When you click any of these the main map portion of the screen switches to a browser window for the Web site.
  - **My Account** leads to your account page where you can review purchases, update your profile, review messages, and enter serial numbers.
  - **Explore topo.com** takes you to the Explorer page, where you can browse maps anywhere in the U.S. and locate trip files for download. Consider this link your gateway to finding updated trails and content.
  - **Map Store** takes you directly to the SuperQuad selection and download page, where you can redeem or purchase map credits.

- **Library:** This bucket contains the building blocks for making trip files. Selecting any of the four options opens the **Control/Detail** menu for investigating and editing library items.



- **Maps** fills the pop-up menu with the list of SuperQuads you have purchased and downloaded. Clicking on a SuperQuad name will reposition your map at the center of the SuperQuad at the USGS 1:100,000 scale level.
- **Trips** provides the list of trip files that you have either created or downloaded from the Web site. By clicking a Trip in the pop-up menu list your map is repositioned and the thumbnail description appears, giving you the opportunity to open that trip file.
- **GPS Tracks** are tracks you have imported from your handheld GPS receiver.

- **Trip:** This bucket contains the contents of your currently open trip file. Open a trip by either selecting one from your library, or by default when you start adding content to the map through the use of the tools or importing. Additionally, if you have other TOPO! products and open a .TPO file, it will be automatically converted and its contents will appear in this **Trip** bucket. Clicking any of the seven options will display its contents in the **Control/Detail** menu.



- **Import/Export:** This final bucket of the Navigation menu contains two options for adding content to TOPO! Explorer and exporting it.

GPS Connect allows you to see if a GPS device is connected to your computer. Clicking it lets you browse its content. Nearly all GPS receivers can export routes, waypoints, and tracks to TOPO! Explorer. GPS Connect also lets you transfer waypoints, routes, and tracks back to your GPS. For more information, see Chapter 8 "Working with GPS Devices."

File – Import/Export lets you open a .TRP, .TPO, .KML, or .GPX file that you have saved locally, or you can use this option to clear the contents of your current trip file and start fresh.

4.1.3 Control/Detail Menu

The bottom pop-up menu, also known as the **Control/Detail** menu, appears any time you select a content option from your Library, Trip, or GPS. It also appears when you are working with tools that create new content, such as the route, text, or waypoint tools. This menu allows you to manage these content pieces.

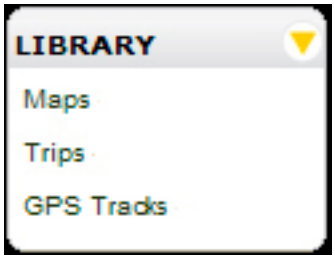
- **Viewing the Menu:** You have three display options for viewing this menu, which are controlled by the up and down arrow icons found on the menu's title bar. You can display this menu in full screen, half screen, and minimized mode by clicking the arrows in the direction you want the menu to expand or contract.
- **Thumbnails and Lists:** You can view the content in three different view types , controlled by icons to the right of the Menu Title. These views are list, gallery, and single thumb. The list view provides a separate line item for waypoints, photos, etc. The gallery view provides thumbnail images and titles for all items, which is great for reviewing photos. The single thumb view shows you one item at a time. You can toggle between these views by clicking the icon.
- **Deleting:** This menu allows you to delete items. To delete, check the **Select** box next to the item you wish to delete and click the **Delete Selected** button on the menu title bar.

4.2 Viewing Your SuperQuads

This section explains how to pan, zoom, and toggle your downloaded SuperQuads in the TOPO! Explorer desktop application. The functions in the desktop application are a bit different from the functions found on the Web site.

» To view SuperQuads

1. On the **Navigation** menu, in the **Library**, click **Maps** to display your list of SuperQuads.



2. Click on a SuperQuad from the list, and you will be transported to the center of that map and positioned on the USGS 1:100,000 zoom level.
3. To pan around the map, select the **Pan** tool from the **Tool** menu.
4. Press the mouse button and either push or pull the map in the direction you wish to travel.
5. To zoom in, you can either double-click the mouse button in the place you wish to zoom, or click the positive magnifying glass found above the Zoom Level Display Bar in the top-left corner of the map display window.

   Note that a blue bar shows which level you are currently on. You can also select a level by clicking on a particular level bar, or by sliding the blue current level display bar to another one of the eight bars.
6. To zoom out, click the negative magnifying glass icon, or click on one of the lower map level bars.
7. To toggle between TOPO, aerial, and hybrid views, locate the slider bar in the top-right portion of the map display window.

8. Place your cursor over the blue current display icon, press your mouse button, and slide the icon to the left or right by moving your mouse.
9. Release the mouse button to stop at a particular view.
   Note that in the application you can toggle seamlessly between any of the three views, whereas on the Web site you can only choose from one of the three preset options.

4.3 Viewing Maps in TOPO! Explorer Deluxe (Deluxe Users Only)

TOPO! Explorer Deluxe contains two DVDs which have a complete nationwide set of USGS 1:100,000 scale topographic maps for the entire United States. Once the maps are installed and activated, you can browse these maps from the included DVDs or stream the map layer from the Internet. This section explains how to view TOPO! Explorer Deluxe maps from either the Deluxe DVDs or streamed from the Internet.

If you want to view maps using the Internet, you must have an Internet connection.

» To view TOPO! Deluxe maps

1. Launch TOPO! Explorer and zoom into the U.S. Maps.
2. At Level 4 you will be prompted to either insert a TOPO! Explorer Deluxe disc or stream the maps from the Internet. If you insert the disc the USGS maps will be read from the drive, which does not require Internet access. If you choose to download as necessary from the Internet, the maps will be streamed and saved to your hard drive.
3. Insert either Disc 1 or Disc 2 as prompted by the message.

Maps available on TOPO! Deluxe DVD 1
Please insert the above disc. It may take a short while for the disc to become available after you insert it.
OK
Cancel

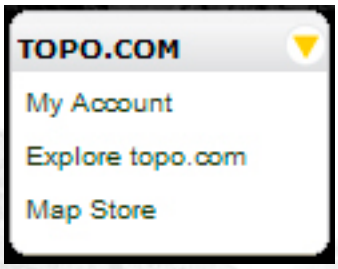
With TOPO! Explorer Deluxe, you can view map Levels 1 through 5. To gain access to Levels 6 through 8, you need to purchase and download SuperQuads from the map store.

4.4 Downloading a Trip File

This article explains how to download a trip file from the TOPO! Explorer Web site and then view and edit its contents in the desktop application. If you want to edit a trip file that you have already posted to the Web site, you will use the same process described below.

» To download a trip file

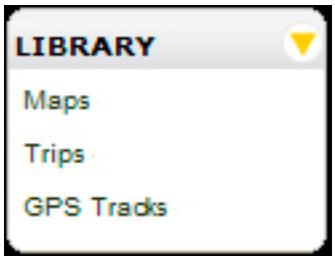
1. Launch the TOPO! Explorer application.
2. Log in to connect to the Internet.
3. Click the **Explore TOPO.COM** link in the **TOPO.COM** bucket of the **Navigation** menu.



4. Browse the online maps and navigate to the trip file you want to download.

5. Select the **Add to Library** option to download the trip to your library.

6. In the **Navigation** menu, in the **Library** bucket, click the **Trips** link.



7. Click the name of the trip you just downloaded.
   The trip's contents will appear in the **Trip** bucket of the **Navigation** menu.

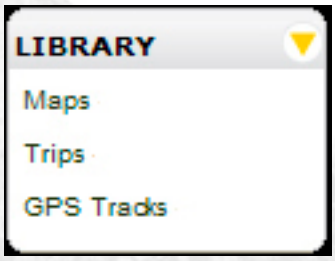
You cannot edit trip files authored by someone else; however, other explorer's trip files can be printed and the data exported to your GPS.

4.5 Opening a Downloaded Trip

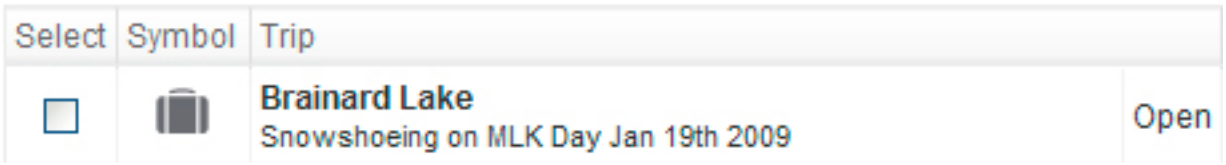
This section explains how to open a trip you have downloaded from www.topo.com.

» To open a downloaded trip

1. Launch the TOPO! Explorer desktop application.
2. From the **Navigation** menu, in the **Library** bucket, click on the **Trips** icon.



3. Click the **Open** link that appears to the right of the trip title you'd like to open.



The trip opens, showing its contents in the **Trip** bucket of the **Navigation** menu.

5 Printing Maps

TOPO! Explorer's printing capabilities enable you to quickly and easily print maps from your trip files. You can customize your printed maps to the zoom level you need. For trips you want to print, you also have the option to add an elevation profile to the bottom of your page, giving you a quick view of the topography changes you will encounter on your hike.

You can also print great-looking maps capable of standing up to the worst that Mother Nature can dish out with National Geographic's Adventure Paper. Adventure Paper is waterproof, tear- and abrasion-resistant, easily foldable, and printable on both sides. It is available in three sheet sizes and compatible with any inkjet printer. For more information about Adventure Paper, go to www.natgeomaps.com/adventure_paper.html.

5.1 Printing Maps

This section explains how to print maps with or without the elevation profile option.

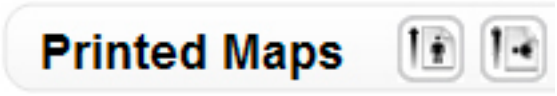
» To print maps

1. Launch the TOPO! Explorer desktop application.
2. Either open an existing trip file or start a new one by clicking the **Import/Export** option on the bottom of the **Navigation** menu.

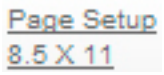
3. Zoom into the SuperQuad you want to print.

Be sure your zoom level is on the particular layer you wish to output, such as TOPO, aerial, or hybrid.

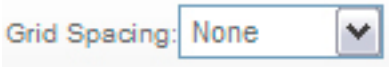
4. Select the **Print** tool.
   A preview screen appears.
5. Use the **Pan** tool to grab the map inside the preview to adjust the position of the area covered.
6. To change the orientation, click either the portrait or landscape icon from the **Tool** menu below the print preview.



7. Change the page size by clicking the **Page Setup** field on the **Tool** menu below the print preview.



8. To modify the display of grid spacing, click the **Grid Spacing** field and select your desired increment.



9. *Optional step:* Use the **Profile** field to include an elevation profile of your route on the printed map.

10. Once your preferences are selected, click the **Print** button.

    The map will be sent to your printer.

6 Editing and Creating Custom Maps

Now that you have learned how to use the map features in TOPO! Explorer, you can use the tools to create maps customized for your own needs. This chapter explains the basics of how to start new trips and open existing trips, then shows you how to use the tools to draw, delete, and erase routes. Additional features allow you to change a route's appearance by editing its name, description, tags, color, type, and date.

Once you've added your route to a map, you can add symbols and waypoints to mark bridges, campsites, streams, and other features you'll encounter. Then you can add text, customizing its color and appearance as needed. Your new trip also has flexible preferences, which can be adjusted to show the information you find most helpful. You can also create a tour and view your

route's elevation profile. Finally, you'll learn how to save trips.

6.1 Opening a Trip File

This section explains how to start a new trip file or open an existing trip file in TOPO! Explorer.

6.1.1 Starting a New Trip

These steps explain how to start a new trip file.

» To start a new trip

1. Launch the TOPO! Explorer desktop application.
2. From the **Navigation** menu, in the **Import/Export** bucket, click **File – New or Open**.

   The File – Import/Export window opens.
3. Click the **Create New Trip** button.

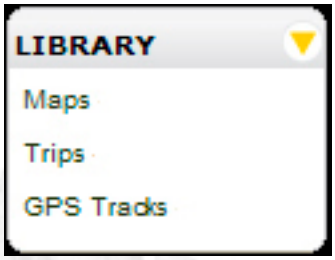
4. See the following sections in this chapter to learn how to add content to this new trip.

6.1.2 Opening an Existing Trip

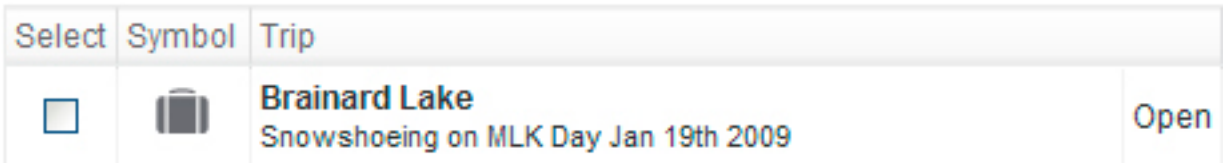
This section explains how to open an existing trip file.

» To open an existing trip

1. Launch the TOPO! Explorer desktop application.
2. From the **Navigation** menu, in the **Library** bucket, click on the **Trips** icon.



3. Click the **Open** link that appears to the right of the trip title you'd like to open.



The trip opens, showing its contents in the **Trip** bucket of the **Navigation** menu.

6.2 Creating a Trip

This section explains how to create trips by drawing routes on maps. You will also learn how to erase and delete routes.

6.2.1 Drawing a Route

This section explains how to draw a route on a map.

» To draw a route

1. Open the TOPO! Explorer desktop application.
2. Follow the directions in Section 6.1.1 "Starting a New Trip."
3. Click to **Route** tool on the **Tool** menu to activate it.
4. On a map, press the left mouse button while moving the mouse to draw a freehand route.
5. Release the mouse button when you have completed your route.
   You will see that the route is in red, with end points marked by yellow dots. Also, the distance (in miles) between end points is noted on the map.

*You can hide the yellow dots that mark end points by going to the **Preferences** link, then **Map Display**, and changing the **Route Markers** pull-down menu.*

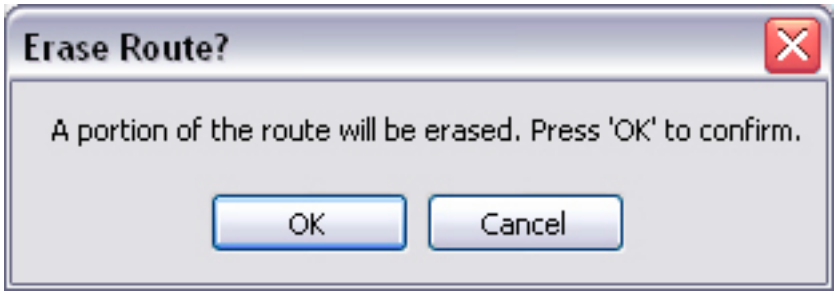
6. You can continue to draw routes on the map until you are done.

6.2.2 Erasing a Route from a Map

You can erase routes from maps using these steps.

» To erase a route

1. Move your cursor to the end of the route you wish to erase.
   Your pencil icon will change appearance, adding a "+" sign to it.
2. Hold down your right mouse button (*for Windows PC users*) or CTRL button (*for MAC users*), and see that the pencil flips over, placing the eraser tip on the route line.
3. Move your mouse while holding down the right-mouse or CTRL button to erase your route.
4. Release the button when finished erasing.
   A dialog box appears, asking "A portion of the route will be erased. Press 'OK' to confirm.'"



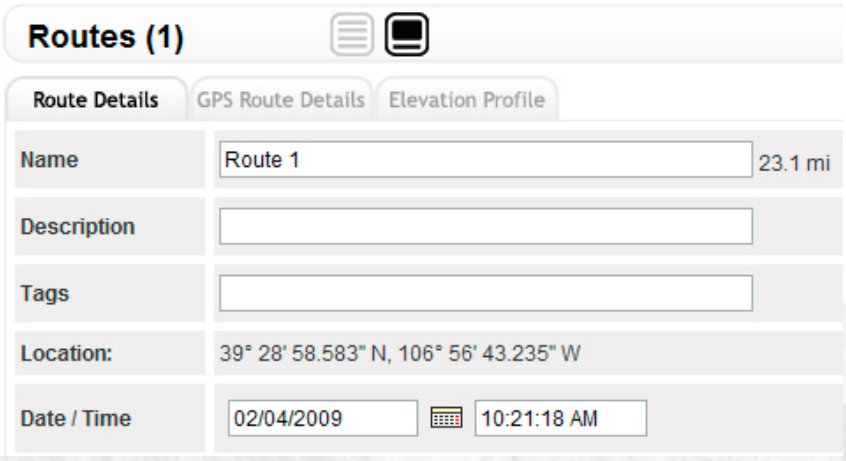
5. Press the **OK** button.
   The route you erased is now gone.

6.2.3 Saving a Route

These steps explain how to save a route you've drawn on a map.

» To save a route

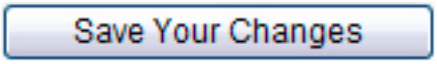
1. Once you have created a route you want to save, start by filling in the information in the **Route Details** panel beneath the map you are working on:



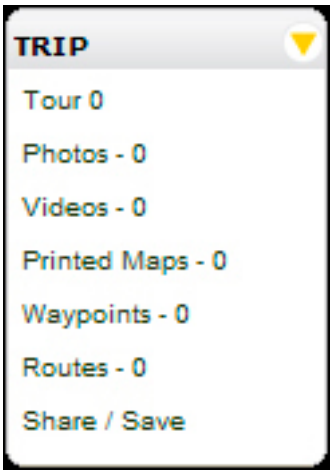
- **Name:** Enter a name for your route. A name based on the location is most easily identifiable.

- **Description:** Describe the difficulty level of the hike, points of interest, and other information you feel is important.
- **Tags:** Enter keywords you can use to locate this route during a search in TOPO! Explorer.
- **Location:** This information is automatically entered by TOPO! Explorer based on the longitude and latitude coordinates of your route's location.
- **Date/Time:** Enter the date and time you created the route file.

2. When you've entered all of the information you want, click the **Save Your Changes** button.



Your route is saved in the **Navigation** menu's **Trip** bucket, in the **Routes** list.



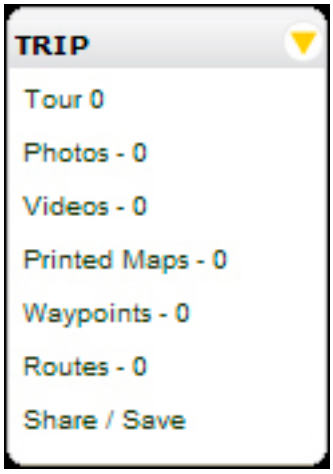
To save changes to your hard drive, see Section 6.8 "Saving a Trip."

6.2.4 Deleting a Route from the Trip File

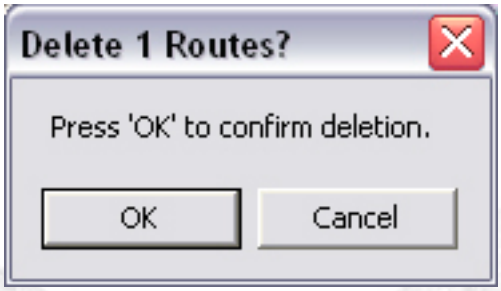
This section explains how to delete routes from your Trips.

» To delete a route

1. On the TOPO! Explorer desktop application's **Navigation** menu, in the **Trips** bucket, click **Routes**.



2. Choose the list view from the icons at the top of the **Routes** panel located below your map.
3. In the list view, place checks in the **Select** boxes next to routes that you want to delete.
4. Click the **Delete Selected** button.
   A pop-up window will ask you to confirm your deletion.



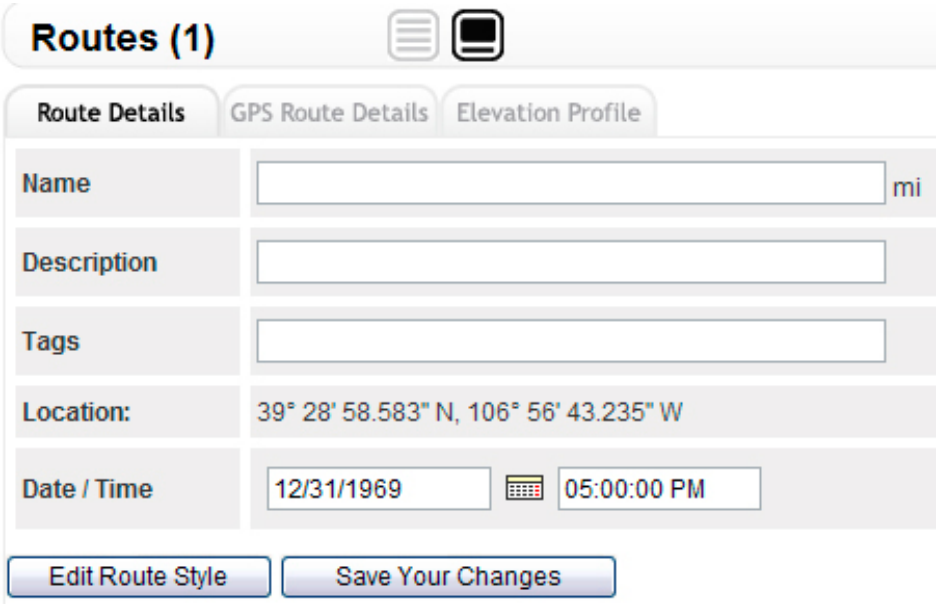
5. Click **OK**.

6.2.5 Editing a Route's Appearance

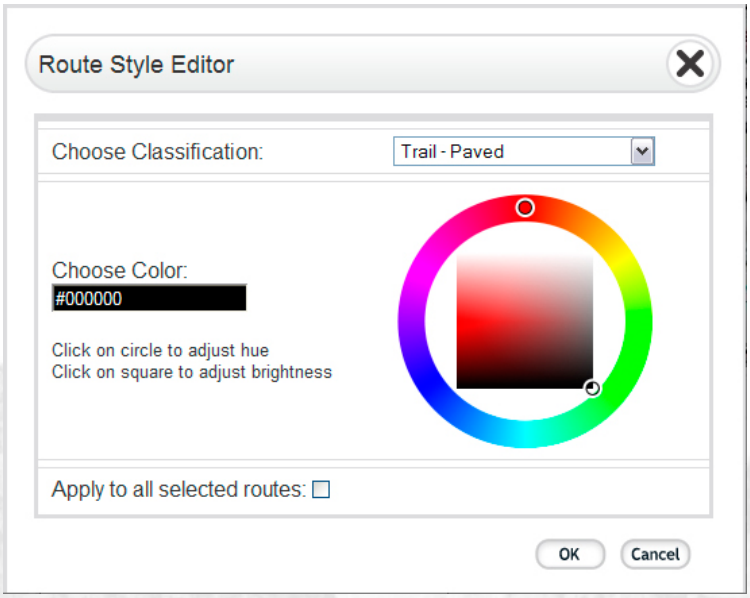
The Routes panel has an option to allow you to edit a route's color and type.

» To edit a route's appearance

1. In the TOPO! Explorer desktop application, begin by opening the route you wish to edit.
2. Click the **Edit Route Style** button.



The Route Style Editor window appears.

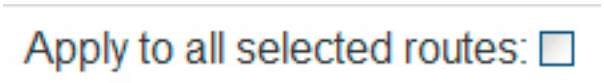


3. To change the route's classification type, choose a new type from the drop-down menu.
   Trail types are especially useful when publishing your trip to the Web site as it enables site visitors a way to find your trip by the types of activities it supports.
4. To change the route's color, select the color you want to make the route from the square color swatch framed inside the round outer color wheel. To change hues, select a color from the outer wheel first.

   If you want to apply the same color to multiple routes, use the list or thumbnail view

   and place checks next to all the routes you want to edit.

   *Then check the **Apply to All Selected Routes** box on the Route Style Editor.*



5. When you're done making changes, click the **OK** button.

6.3 Working with Waypoints and Symbols

The **Waypoint** tool in TOPO! Explorer enables you to customize your maps by placing waypoints and symbols at specific locations, for example, at a campsite or trailhead. The **Waypoint** tool is located on the main **Tool** menu on the top of the TOPO! Explorer screen and its icon looks like a tent. This section describes how to add, edit, delete, and move waypoints and symbols.

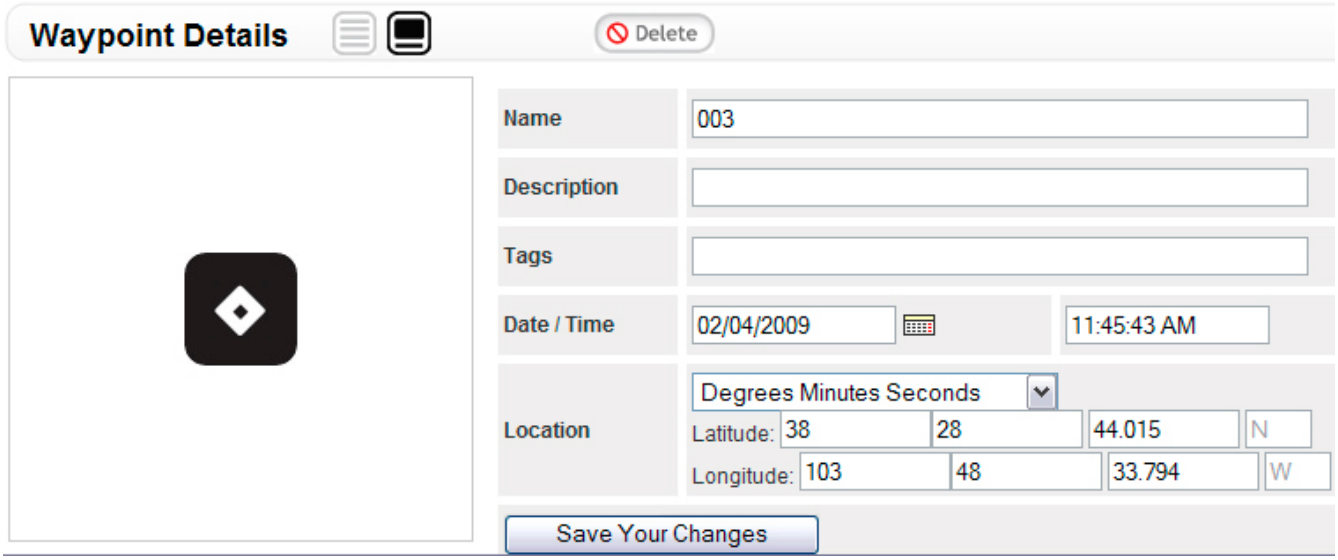
6.3.1 Adding and Editing Waypoints and Symbols

This section explains how to add waypoints, allowing you to customize maps. You will also learn how to edit waypoints to add additional information to your trip file.

» To edit waypoints and symbols

1. Launch the TOPO! Explorer desktop application.
2. Either open an existing trip file or start a new one by going to the **Navigation** menu's **Import/Export** bucket and clicking **File – New** or **Open**.

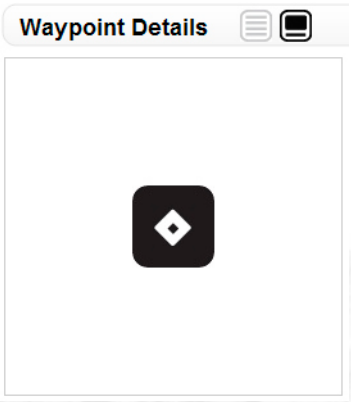
3. From the **File – Import/Export** panel that opens, choose a trip file.
4. Zoom into the SuperQuad you wish to mark with a waypoint or symbol and click on the **Waypoint** icon on the **Tool** menu.
5. Place waypoints by positioning your cursor (now a crosshair) where you want to mark and left-click with your mouse. The waypoint you added appears as a black a square with a white diamond in the center.
6. To edit the name, description, tags, location, or symbol, click on the waypoint you wish to edit. The Waypoint Details panel appears beneath the map.



HELP

*To open a waypoint's information for editing, you can also choose it from the list view or the thumbnail view , or by using the **Select** tool on the **Tool** menu.*

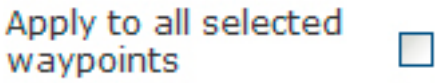
a. To change the symbol icon used for the waypoint, in the **Waypoint Details** panel, click the current symbol icon you wish to change. The Symbols window appears.



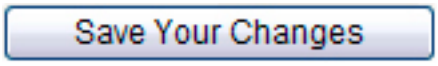
b. Choose a category and browse available symbols by clicking on the symbol category name.
c. When you find the symbol you want click on it.
d. The new symbol should appear in the **Okay Choose This Symbol** button.

e. Click **OK** to change the symbol.

*You can also opt to change the symbol for all waypoints by checking the **Apply to all selected waypoints** checkbox on the Symbols window.*



7. Continue to edit the name, description, tags, date/time, and location subcategories until you are finished.
8. When you are done, click the **Save Your Changes** button.



To save changes to your hard drive, see Section 6.8 “Saving a Trip.”

6.3.2 Moving Waypoints

You can move waypoints around on maps you are customizing. This section shows you how.

» To move waypoints

1. Launch the TOPO! Explorer desktop application.
2. Either open an existing trip file or start a new one by going to the **Navigation** menu’s **Import/Export** bucket and clicking **File – New** or **Open**.

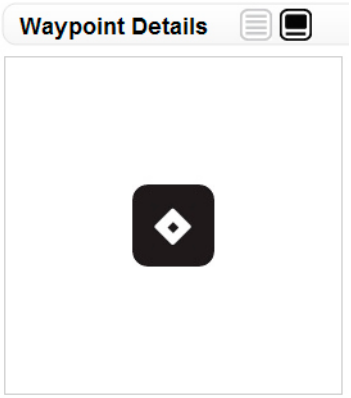
3. From the **File – New** or **Open** panel that opens, choose a trip file.
4. Zoom into the SuperQuad you wish to mark with a symbol and select the **Waypoint** tool from the **Tool** menu.
5. Place waypoints by positioning your cursor (now a crosshair) where you want to mark and left-click with your mouse.
6. Position your cursor over an existing waypoint that you want to move.

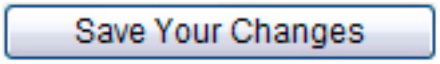
Your cursor changes to a hand.

7. Press the left mouse button to grab the symbol and move your mouse to a new position.
8. Release the mouse button to place the symbol.

HELP

*To place a waypoint at a specific geographic coordinate, click on the waypoint to open the **Waypoint Details** panel, then enter the geographic coordinates into the **Location** fields, and click **Save Your Changes**.*





6.4 Working with Text Labels

The TOPO! Explorer Text tool enables you to customize maps and trip files by adding text labels directly to the map. The **Text** tool is located on the **Tool** menu and appears as the letter "T" to the left of the **Help** icon . This section explains how to add, move, edit, and delete text labels.

6.4.1 Adding Text Labels

You can add text labels to map to provide additional information.

» To add text labels

1. Launch the TOPO! Explorer desktop application.
2. Either open an existing trip file or start a new one by going to the **Navigation** menu's **Import/Export** bucket and clicking **File – New** or **Open**.

3. From the **File – New** or **Open** panel that opens, choose a trip file.

4. Zoom into your SuperQuad to the location where you want to add a text label.
5. Click the **Text** tool to activate it.
   Your cursor will change to a traditional text marquee.
6. Left-click the mouse to place a text box.
   A yellow **Untitled** text box appears.

7. Begin typing your message.
   You do not have to click in the box to retype the text.
8. Once you've completed your message, you can either select a different tool or place another text box.

6.4.2 Editing Text

Once you've added text text labels to a map, you can edit them to map to provide additional information.

» To edit text

1. Click on the **Text** tool on the **Tool** menu to activate it.
2. Click on the text box you want to edit.
3. The text box will highlight yellow.

   TOPO! Explorer positions your cursor to the far right side of the text box.
4. Use the arrow keys, backspace, or simply type additional text.
5. When complete, either select an additional tool or place another text box.

6.4.3 Moving Text Boxes

This section explains how to move existing text boxes to new locations.

» To move text boxes

1. Click either the **Select** or **Text** tool from the **Tool** menu.
2. Position your cursor over the text label you wish to move.
3. Hold down the left mouse button while moving your cursor to the new location for your text box.
4. Release the left mouse button to place it.

6.4.4 Deleting Text Boxes

This section explains how to delete existing text boxes.

» To delete text boxes

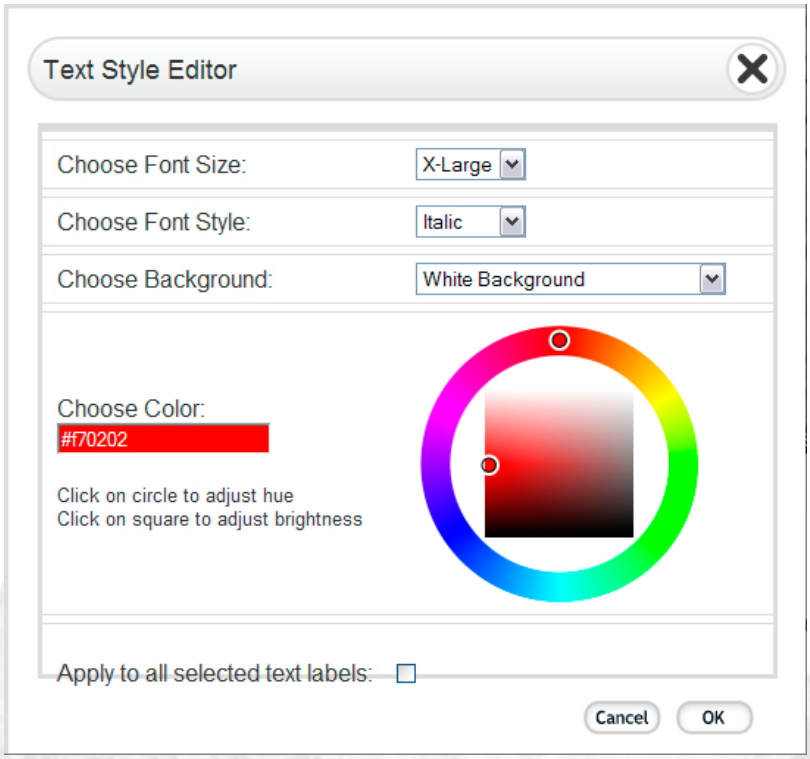
1. Click either the **Text** or **Select** tool to activate it.
2. Position your cursor over the text box.
3. Right-click (*for Windows PC users*) or CTRL-click (*for Mac users*) and choose **Delete Label** from the pop-up menu.

6.4.5 Changing Font Size, Style, Background, and Color

This section explains how to change a text box's style characteristics, such as font size, style, background, and color.

» To change font size, style, background, and color

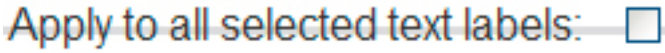
1. Click either the **Text** or **Select** tool to activate it.
2. Right-click (*for Windows PC users*) or CTRL-click (*for Mac users*) on an existing text box.
3. From the pop-up menu, choose **Change Style**.



The Text Style Editor window appears.

4. Use the drop down menus to choose the font size, style, and background.
5. Use the color wheel to select a hue (outer ring) and final desired color from the inner square.
6. Click **OK** when finished.

*You can also opt to change the text characteristics for all text boxes by checking the **Apply to all selected text labels** checkbox on the Text Style Editor window.*



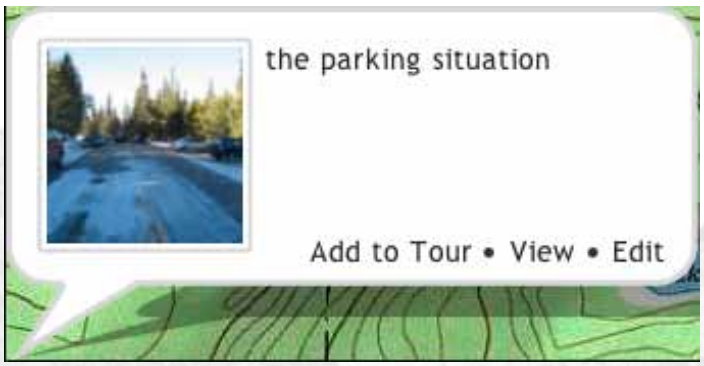
6.5 Creating a Tour

The tour feature in TOPO! Explorer gives you the opportunity to take all of your trip's information, including waypoints, photos, and video and create a slideshow-like presentation that you can keep in your Tours library or upload to the topo.com Web site to share with other explorers. This section explains how to create tours.

Before you create a tour, we recommend you add to your trip any waypoints, photos, and video that you might want to include on the tour. Then you can edit all of those items' descriptions, symbols, and other information before adding them to the tour.

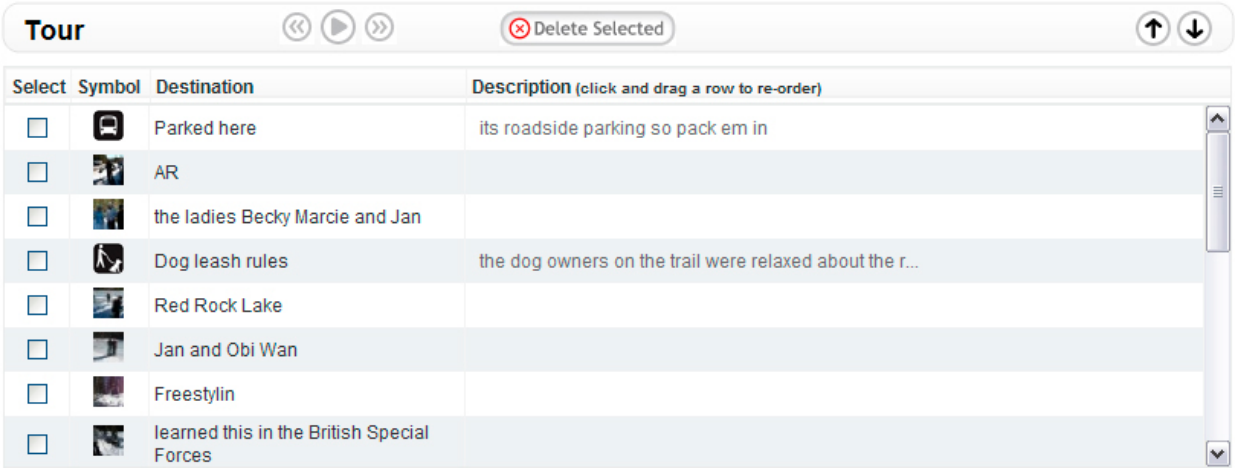
» To create a tour

1. In the TOPO! Explorer desktop application, open the trip from which you want to create a tour.
2. From the **Tool** menu, make sure you have the **Pan** tool activated.
3. Left-click the mouse button over each waypoint, photo, or video that you want to add to the tour.
4. When you left-click the mouse button, a white balloon window appears with the options: **Add to Tour**, **View**, and **Edit**.



5. To add the item to your tour, click **Add to Tour**.

The **Tour** panel appears below your map, and the item you added is now listed there.



HELP

It is easiest to create the tour by clicking each item you want to add in the order in which you'd like them to appear in the final tour; however, if you forget to add an item, you can add it at any time. If you add a new item, it will be added to the end of the tour's list. To move it to a different place in the tour, you can drag and drop the list items in the Tour panel to rearrange their order.

*At this time you are unable to use the **Delete Selected** button to delete an item from your tour; however, you can delete a tour item by selecting it from the Waypoints, Routes, or Photos list.*

6. When you are done adding items to your tour, click the **Play** button (with the right-facing arrow) to play the tour. As the tour plays, each item's information displays in a white balloon.
7. If you want to play the tour more slowly, click the right-facing double-arrow button and the tour will pause until you click the button again.
8. To go back and view a previous item, click the left-facing double-arrow button until you reach the item you wanted to see.

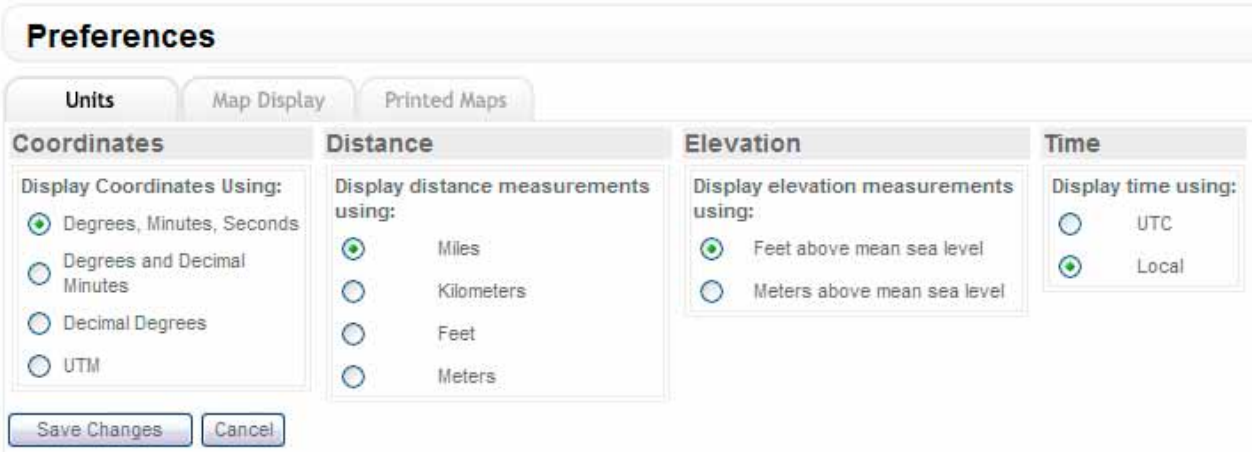
6.6 Editing TOPO! Explorer's Preferences

You can edit the preferences for how TOPO! Explorer displays preferences. This section explains all the available options and how to change them.

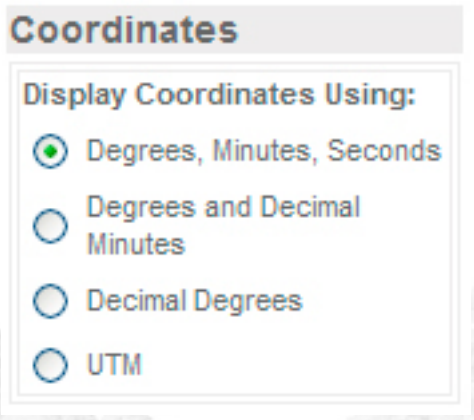
» To edit TOPO! Explorer's preferences

1. Launch the TOPO! Explorer desktop application.
2. Below the **Navigation** menu, click the **Preferences** text link.

   The Preferences panel appears below your map.
3. On the **Units** tab, you can change:

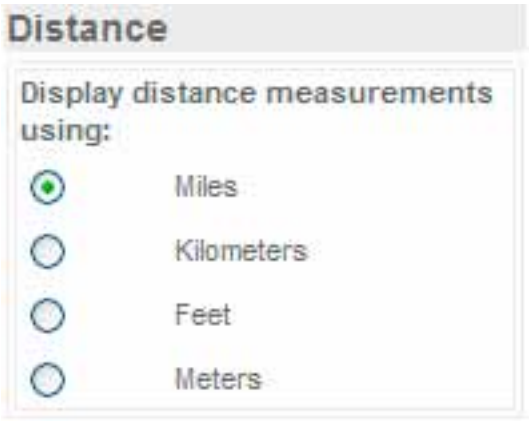


- **Coordinates (display coordinates using):**

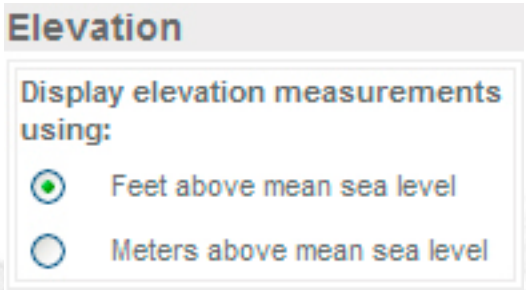


- **Degrees, Minutes, Seconds**
- **Degrees and Decimal Minutes**
- **Decimal Degrees**
- **UTM:** Universal Transverse Mercator coordinate system is an international plane (rectangular) coordinate system developed by the U.S. Army. The UTM divides the world into 60 zones of 6 degrees longitude. Each zone extends 3 degrees east and west from its central meridian and are numbered consecutively west to east from the 180-degree meridian.

- **Distance (display distance measurements using):**

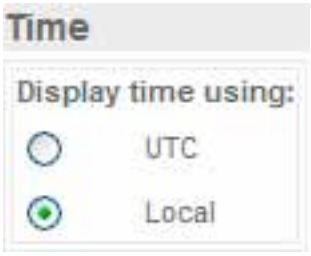


  - **Miles**
  - **Kilometers**
  - **Feet**
  - **Meters**
- **Elevation (display elevation measurements using):**



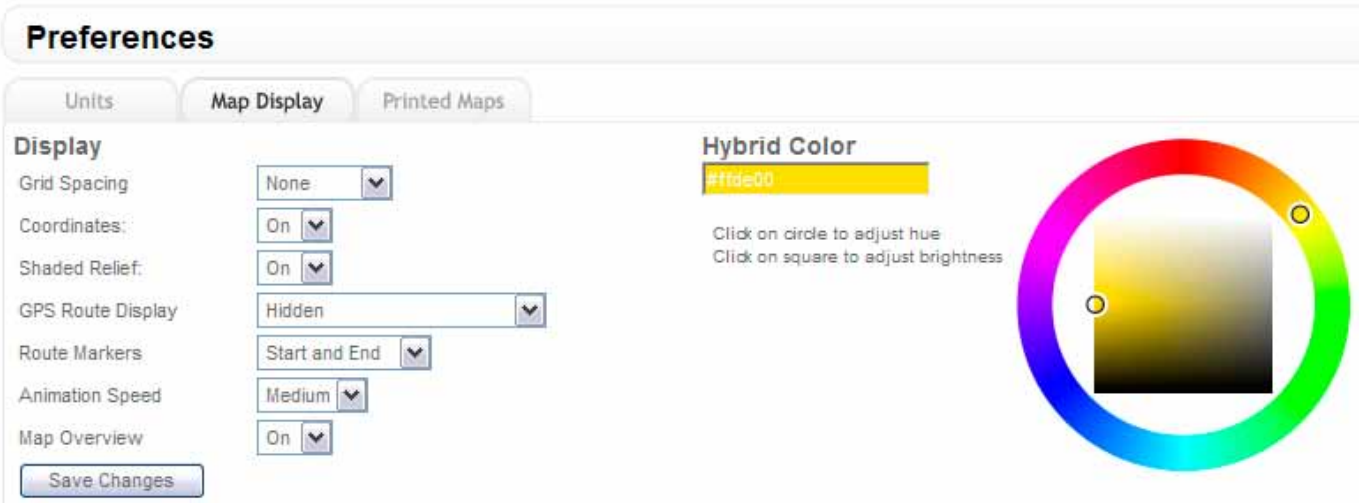
  - **Feet above mean sea level**
  - **Meters above mean sea level**

- **Time (display time using):**



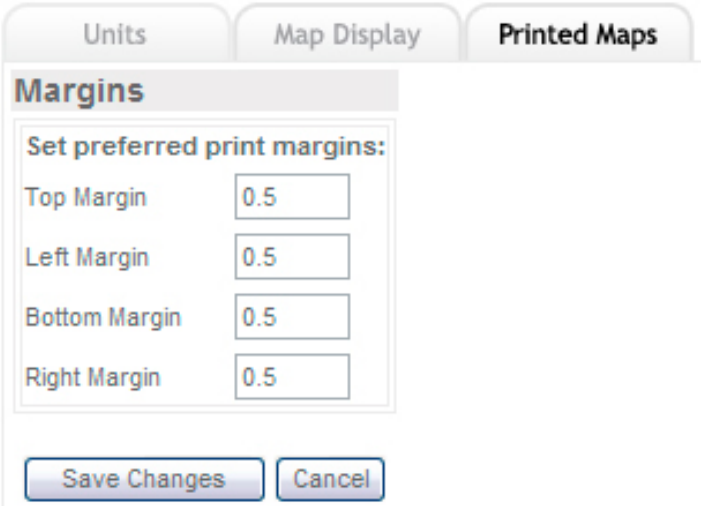
  - **UTC:** Universal Time Coordinated is basically Greenwich Mean Time. It is GPS time as maintained by the satellites and converted to UTC time by the GPS receiver. UTC time can be converted to Standard time by using the correct UTC offset in your GPS receiver.
  - **Local**

4. On the **Map Display** tab, you can change:



- **Grid Spacing**
- **Coordinates**
- **Shaded Relief**
- **GPS Route Display**
- **Route Markers**
- **Animation Speed**
- **Map Overview**

5. On the **Printed Maps** tab, you can change the top, bottom, left, and right margins as you would for any printed document.



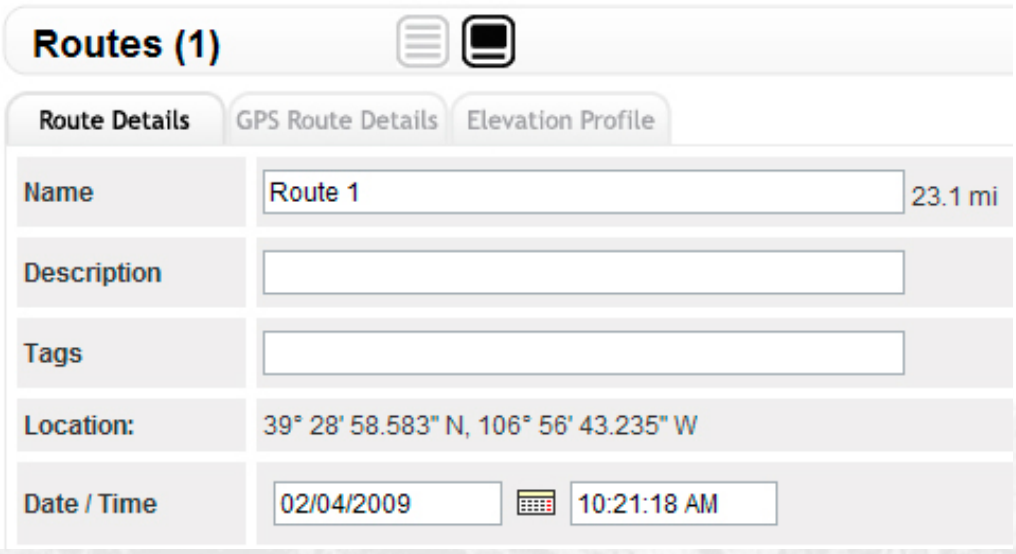
6. When you finished making changes, click the **Save Changes** button.

6.7 Viewing an Elevation Profile

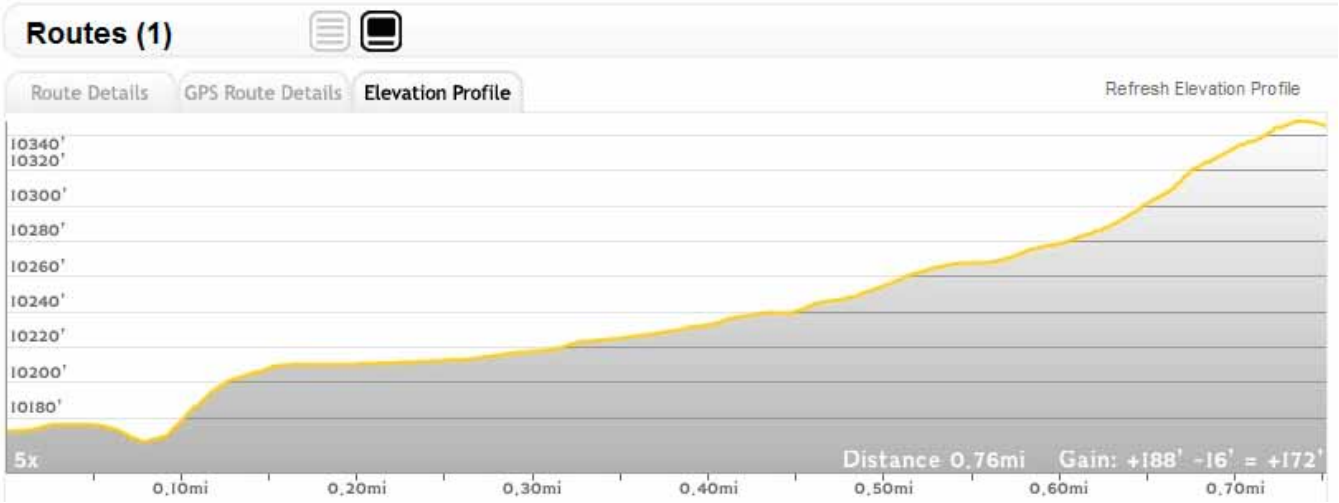
As you plan routes, it can be helpful to see how the elevations will change along your path. TOPO! Explorer gives you the opportunity to create an elevation profile for your route. This section explains how.

» To view an elevation profile

1. Open an existing route, draw a new one, or import a route from your GPS.
   The **Route Details** tab appears.

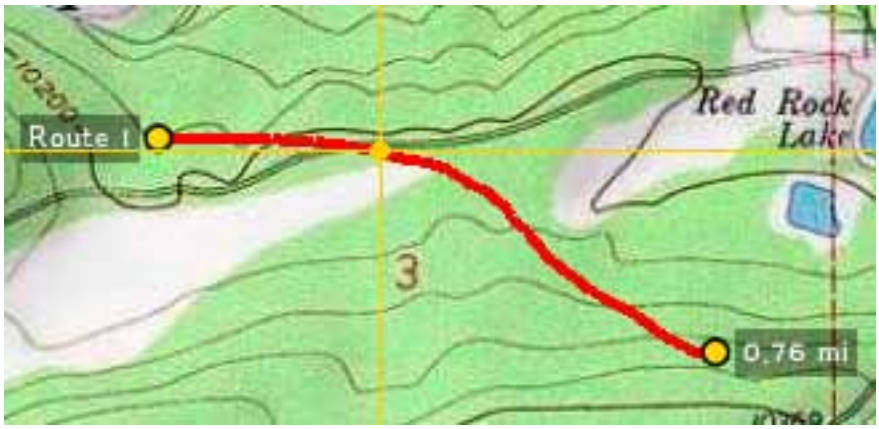


2. Click the **Elevation Profile** tab.



An elevation profile will then be generated and displayed on the lower portion of the screen. It may take a few minutes to generate the elevation profile.

3. To view a route's corresponding waypoint (in relation to the elevation profile), click on the yellow line of the elevation profile. A crosshair displays the relative location on the route.

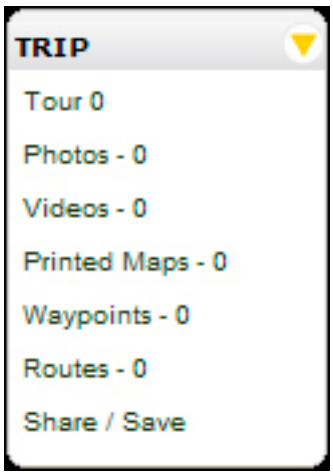


6.8 Saving a Trip

This section explains how to save trips to your computer's hard drive.

» To save a trip

1. When you are done creating a trip, go to the **Navigation** menu, in the **Trip** bucket, and click the **Share/Save** button.



2. Enter a **Name** and **Description** for this trip

3. Click the **Save** link below the description.

*Saved trips are managed automatically by TOPO! Explorer so you do not need to choose a location on your hard drive. If you want to create a file backup of a particular trip, from the **Import/Export** bucket, you can choose **File – New** or **Open** and export the currently open trip as a .TRP file.*

7 Sharing with the TOPO! Explorer Community

One of the benefits of TOPO! Explorer is that you have the option to participate in the growing online community of explorers. The forums are monitored by National Geographic Maps staffers, who frequently log in to participate in discussions. For those new to TOPO! Explorer, there is a Get Started Here forum that contains basic information to help supplement this guide. The forums are organized into three major categories with listings for individual forums organized alphabetically on the Web site:

- Outdoor Activities
- Places to Go
- Support

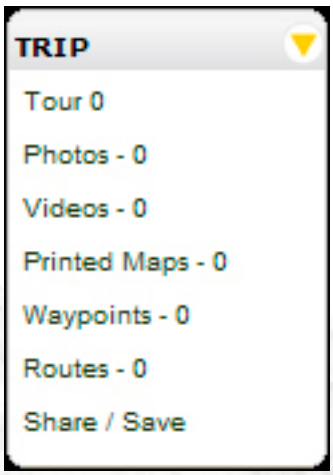
This chapter explains how to post comments, how to post your trip reports online, how to post reviews and comments about trips that other users have posted online, and how to mark items you may find inappropriate for the TOPO! Explorer audience.

7.1 Posting a Trip Online

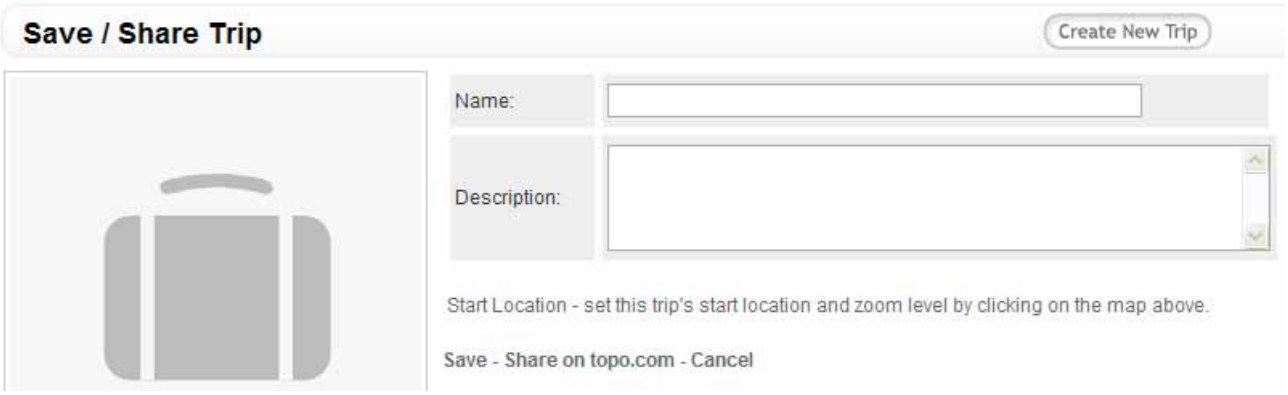
This section provides step-by-step directions on how to share a trip file you created with TOPO! Explorer by posting it to the TOPO! Explorer Web site. This section assumes that you have already created a trip file. If you have not created a trip file, see Section 6.2 “Creating a Trip.”

» To post a trip online

1. Launch the TOPO! Explorer desktop application and log in when prompted.
2. Open the trip file you want to share.
3. Review the trip file to ensure it contains the information you want.
4. From the **Navigation** menu, in the **Trip** bucket, click the **Share/Save** icon.

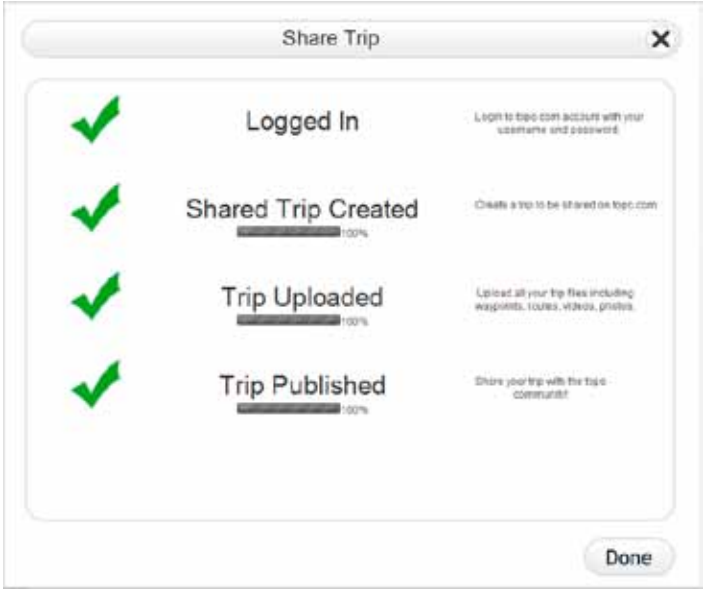


The Share/Save panel appears. This menu enables you to title, describe, and set map parameters for sharing your trip.

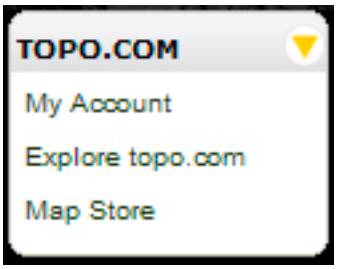

Save / Share Trip
Create New Trip
Name:
Description:
Start Location - set this trip's start location and zoom level by clicking on the map above.
Save - Share on topo.com - Cancel

5. Create a title for your trip file.
   Be descriptive and use keywords to help others find the file later. For example, Yosemite, National, Park, Waterfall, and locations are good keywords to use for a trip at Yosemite National Park where you saw waterfalls.
6. Create a description for your trip file.
   Provide as much detail about the file as possible. Consider what information would be useful to someone who sees the file on the Web site. For example, "Contains GPS-generated waypoints for all the waterfalls in Yosemite Valley. Also includes photos, locations of trailheads, and suggested places to park or access. Created during my spring 2008 visit."
7. Select your thumbnail photo if you added photos to your trip.
   If you have placed more than one photo in your trip file you can pan through all of the included photos and select one to be your thumbnail. This image will display in the trip pop-up balloons on the Web site, and is the first photo that appears on your trip file page.
8. Next, set up parameters for how your map will appear to others on the Web site:
   a. To set up the map parameters, first adjust the zoom level.
   b. Next, pick the center point coordinates.
   c. Choose between the three map types: TOPO, aerial, or hybrid.
   d. Once you are satisfied with the map's positioning, click **Use Current Map Parameters**, which adjusts the map display fields to match your current view.
9. Click the **Share on topo.com** button.

A window appears and displays your file's progress being processed and posted to the Web site. Depending on the size of the file and the amount of content this process may take several minutes. Four green checks means that your file has been successfully posted to the site. It may take an additional few minutes for the Web site to reflect that your file has been posted.



10. To see a list of trip files that you have posted to the site, from the **Navigation** menu, in the **TOPO.COM** bucket, click **My Account**.



11. Click the **My Trips** tab.

The map window displays only the trips, photos, and videos you have posted to the site.

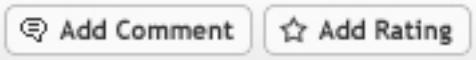
7.2 Posting a Review or Comment about a Trip File

Any registered TOPO! Explorer user can post a review or comment about a trip file, photo, or video. Reviews and comments are different from trip reports because they don't require that you have visited that particular place. Reviews and comments can be about the content itself, for example, "Great Photo!" or "Map can use some improvement – not very accurate."

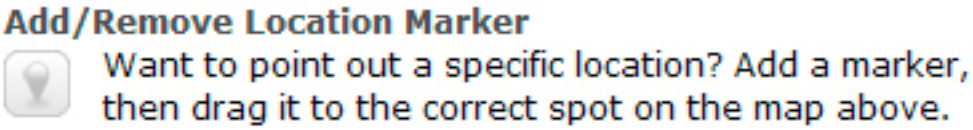
Reviews allow you to assign one to five stars to rate a trip file. Five stars is the highest positive review.

» To post a review or comment about a trip file

1. Log in to the TOPO! Explorer Web site at http://www.topo.com.
2. Browse to the trip file, photo, or video for which you want to post a review or comment. These are located at the bottom of the page on the left-hand side.
3. You have two options: **Add Comment** or **Add Rating**.



Choose which you'd like to add and click that button.
When adding comments, recall that this field accepts textile reference (html tags) so that you can add links and formatting. You can highlight a particular location or feature on the map by clicking the **Add Location Marker** icon below the comment box. This places a small red pushpin on the map which you can move by dragging to your preferred location.


Add/Remove Location Marker
Want to point out a specific location? Add a marker,
then drag it to the correct spot on the map above.

4. You can review this file by clicking the **Add Trip Report** button.

Note that you can only review the file once; however, you can change your review.

7.3 Posting Comments to the Forums

TOPO! Explorer's forums give users the opportunity to discuss outdoor activities, their favorite places, and connect with staff at National Geographic Maps. We ask that you do not post commercial ads or solicitations on the site, but encourage you to share recommendations on gear, perfect trips, and more. This section explains how to create a forum post.

Topics within the forums are organized from newest to oldest.

Forum posts can accept html markup language for formatting and links.

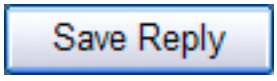
» To post a comment to the forums

1. Log in to your TOPO! Explorer User account at http://www.topo.com.
2. Click the **Visit the Forums** link in the upper right-hand corner of the window.

3. To browse a forum, click on its title.
4. To start a new forum topic, click the **Start a New Topic** link in the top right corner of that forum's page.

5. To reply to someone else's post, click the **Reply to Topic** link within a topic page.

6. When you're done typing your reply, click the **Save Reply** button.



7.4 Marking Items as Inappropriate

While browsing the TOPO! Explorer Web site, if you come across any content that you feel is inappropriate, you can flag it for review.

» To mark an item as inappropriate

1. In any forum, click the **Flag as Inappropriate** link located beneath the name of the explorer who posted the item you believe is inappropriate.

2. All items flagged are reviewed by National Geographic staffers and appropriate action is taken if necessary.

SECTION C: WORKING WITH GPS DEVICES

Connecting TOPO! Explorer software to a GPS unit is its most unique feature. The trips you create on your computer can be downloaded to your GPS, carried with you on your trip, and then brought back to have any additional information you gathered uploaded back to your computer. This gives you the chance to share your experiences with other explorers by uploading trips, photos, videos, and tours to the Web site.

This section explains what you need to know to link your GPS device to TOPO! Explorer in order to download information to your GPS as well as upload information from your GPS back to your computer.

In This Section

Chapter 8: Transferring Information to Your GPS

This chapter begins with the information on which GPS units are compatible with TOPO! Explorer software. Then following sections detail instructions specific to Magellan Triton GPS units only, then instructions for other GPS brands on how to transfer waypoints and routes to your GPS and tracks from your GPS.

8 Transferring Information to Your GPS

Don't be intimidated by technology! Hooking up your GPS device to TOPO! Explorer gives you the opportunity to take your custom maps and trips with you as you explore. GPS technology also records your trip as you hike so that you can add information about waypoints you pass or other landmarks and upload this information back to your TOPO! library of information.

This chapter explains what types of GPS devices are compatible with TOPO! Explorer, how to link to your GPS, and instructions for transferring waypoints and routes to your GPS and tracks from your GPS.

8.1 GPS Units that TOPO! Explorer Supports

TOPO! Explorer software is compatible with GPS devices from

- Magellan®
- Garmin®
- Eagle/Lowrance®
- Suunto® (Windows PC systems only)

The www.natgeomaps.com Web site contains the most up-to-date information on which GPS units work with which TOPO! software packages. To view the GPS compatibility list, visit http://www.natgeomaps.com/gps.

8.2 Transferring Maps to Your Magellan® Triton™

The TOPO! Explorer desktop application enables the transfer of raster map imagery to any one of the six Magellan Triton GPS devices including the 200, 300, 400, 500, 1500, and 2000 models. TOPO! maps, aerial imagery, hybrid maps, and any combination of those created using the toggle-slider in TOPO! Explorer can be exported to your GPS.

This section contains detailed step-by-step instructions for connecting, selecting, exporting, and viewing maps with your Triton GPS.

Before performing any of these sets of instructions, Magellan Triton users need to complete the steps in Section 8.2.1 to verify your firmware is up to date.

8.2.1 Verifying Firmware

This section explains how to verify that your Magellan Triton's firmware is up to date.

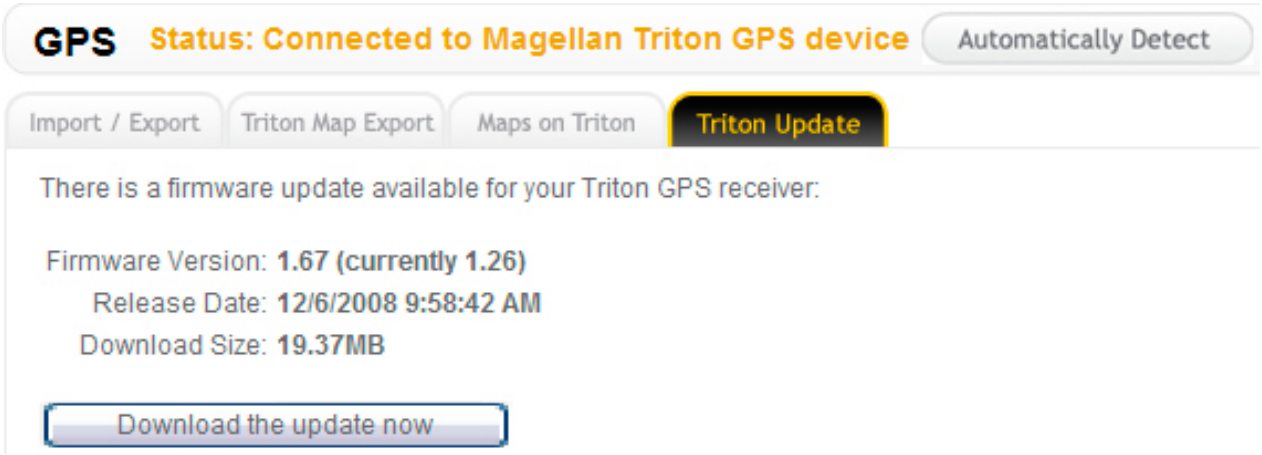
» **To verify your Triton's firmware**

1. Log in to the TOPO! Explorer desktop application.
2. Connect your Triton to the TOPO! Explorer application.

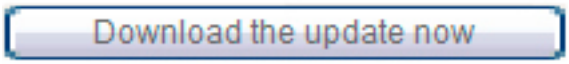
   See Section 8.2.2 "Connecting Your Triton."

3. If there is a firmware update for your Triton, a black **Triton Update** tab will display.

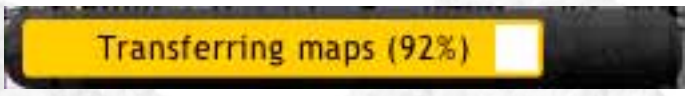
4. Click the **Triton Update** tab. The tab will display the current firmware on your unit along with the new firmware update information.


GPS
Status: Connected to Magellan Triton GPS device
Automatically Detect
Import / Export
Triton Map Export
Maps on Triton
Triton Update
There is a firmware update available for your Triton GPS receiver:
Firmware Version: 1.67 (currently 1.26)
Release Date: 12/6/2008 9:58:42 AM
Download Size: 19.37MB
Download the update now

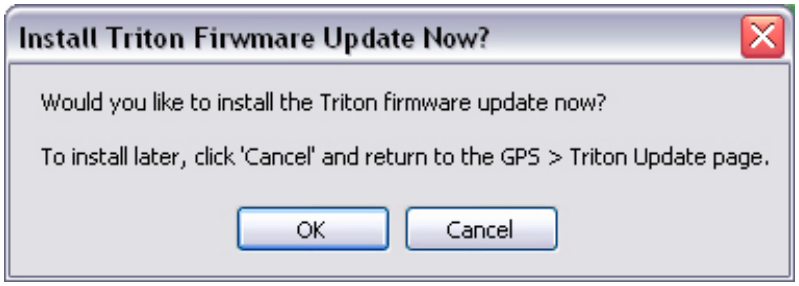
5. Click the **Download the update now** button.



   A download progress bar displays in the upper right-hand portion of the screen.



When the download is complete, you will receive a prompt asking “Would you like to install the Triton firmware update now?”


Install Triton Firwmare Update Now?
Would you like to install the Triton firmware update now?
To install later, click 'Cancel' and return to the GPS > Triton Update page.
OK
Cancel

6. Click **OK** and follow the prompts in the Magellan software update wizard to finalize the firmware update.

8.2.2 Connecting Your Triton

This section explains how to connect your Magellan Triton to TOPO! Explorer.

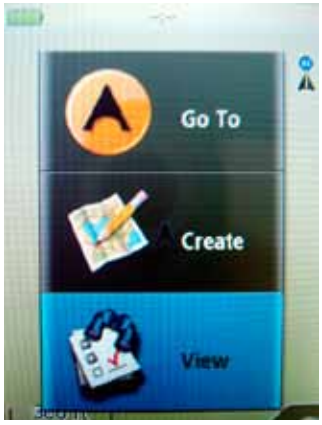
» To connect your Triton

1. Ensure VantagePoint is closed.
2. Launch TOPO! Explorer and log in.
3. Power on your Triton.

   In most cases a pop-up menu appears, saying “Connection Detected - Please Select Mode.”

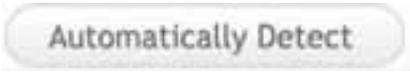
4. Select **Connect to PC**.

5. If this pop-up does not appear, click the Triton's **Menu** button, then select **View**, then **Settings**, then **Connectivity**, and choose **Connect to PC** from the drop-down list.



6. From the **Navigation** menu, click the **GPS-Connect** button, or from the **Tool** menu click the **GPS** button.

7. Click the **Automatically Detect** button from the **GPS** menu at the bottom of the screen.



If the connection is working properly the Status message should read "Connected to Magellan Triton GPS Device."

8.2.3 Selecting Maps to Transfer to Your Triton

The Magellan Triton GPS allows users to transfer map files that are viewable in TOPO! Explorer. This section explains how to transfer maps.

» To select maps to transfer to your Triton

1. Connect your Triton to the TOPO! Explorer application.

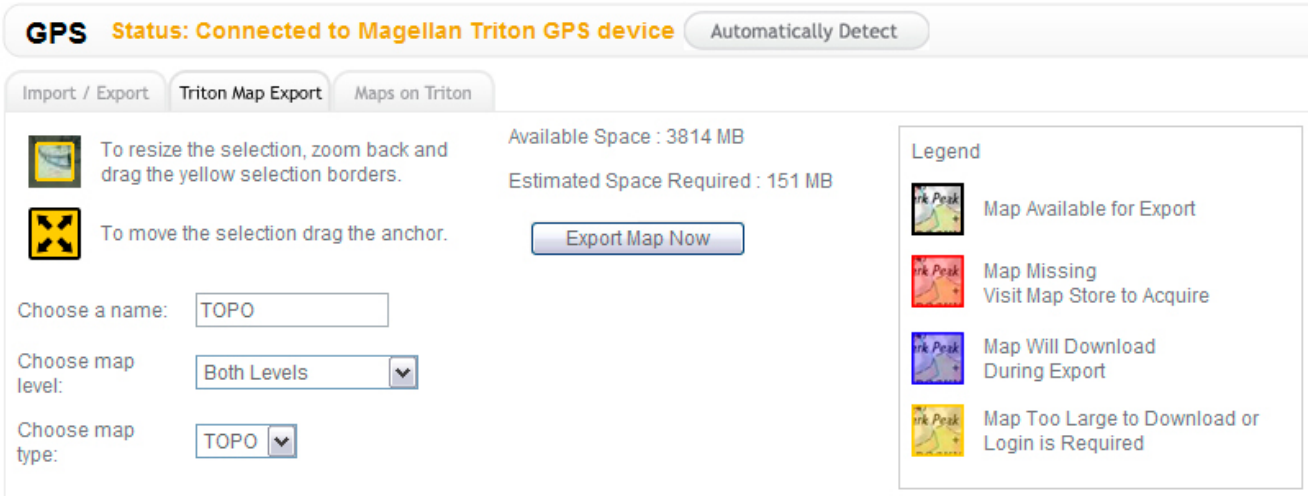
   See Section 8.2.2 "Connecting Your Triton" for instructions.

2. Navigate from the Index map to the area you'd like to export by **double-clicking** the map to zoom in.

Index Map

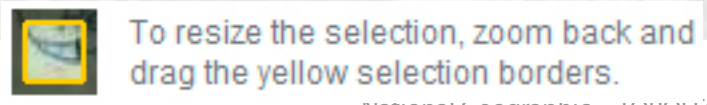
Note that **you cannot export maps from the index level**, *so you must zoom to a different map level before you can transfer a map to your GPS.*

3. Click the **Triton Map Export** tab.


GPS
Status: Connected to Magellan Triton GPS device
Automatically Detect
Import / Export
Triton Map Export
Maps on Triton
To resize the selection, zoom back and drag the yellow selection borders.
To move the selection drag the anchor.
Available Space : 3814 MB
Estimated Space Required : 151 MB
Export Map Now
Choose a name:
TOPO
Choose map level:
Both Levels
Choose map type:
TOPO
Legend
Map Available for Export
Map Missing
Visit Map Store to Acquire
Map Will Download During Export
Map Too Large to Download or Login is Required

4. Define the area you'd like to export using the export tools:

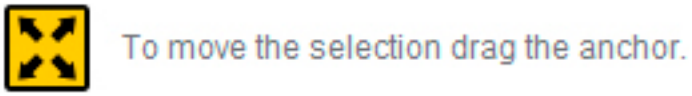
   a. To resize the Export bounding box, mouse over one of its edges.



You will see a double sided arrow appear. If you do not find the edge of the yellow export rectangle then zoom out of the map.

b. Drag the edge to your desired size.

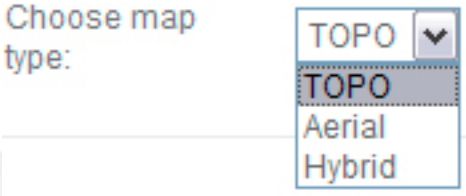
c. To relocate the **Export** bounding box, click on and drag the anchor located in the center of the yellow export rectangle.



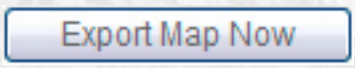
5. Create a unique name for your map.

6. Choose whether you want to export both the USGS 24,000 and 100,000 levels, or each level individually from the drop down box.

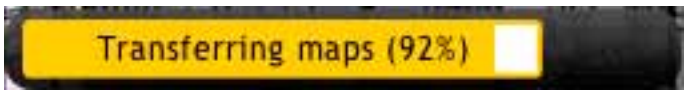
7. From the drop-down menu, choose whether you want to export the TOPO, Aerial, or Hybrid map.



8. Click the **Export Map Now** button.



The Status Message will change from “Map Export in Progress” to “Exporting Map to Triton. Please wait … “ When it is finished, it should read “Successfully Exported Map.” You’ll also see a map transfer progress bar appear in the upper right-hand corner.



9. Once the maps are transferred, you can disconnect your Triton.

The GPS device may report messages that it is “waiting to connect,” or it may beep, or appear to be disconnecting. This is normal behavior for the device, so you can ignore any messages on the GPS itself.

To export different map types such as aerials or hybrids, change your map display in TOPO! Explorer using the toggle slider in the upper right-hand corner of your map before exporting the map to the Triton. Whatever is visible is what will be transferred.

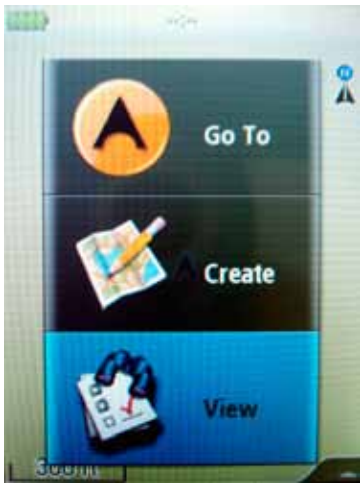
8.2.4 Activating and Viewing Maps on Your Triton

Once your maps have been successfully transferred to your Triton they must be activated to be viewed. This section explains how to activate and view maps on your Triton.

» To activate and view maps on your Triton

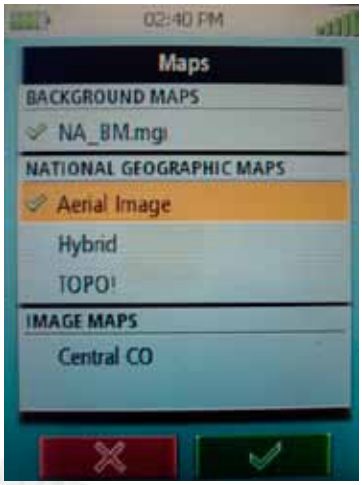
1. Disconnect your Triton from your computer.

2. Press the **Menu** button on your Triton, then **View**, then **Maps** in that order to show a list of maps stored on your Triton.



Aerial image, hybrid, and TOPO! are the three distinct map categories.

3. To activate and display one of the categories scroll down to the National Geographic Maps section and highlight the desired map type.



4. Press the **Select** button on your GPS.

   The map type will be active once a check mark is displayed next to it.

5. Finally, scroll down to the green check mark button and select it.

   This will lock in your map type for viewing.

6. Navigate on the map to the area where your detailed maps are located.

   You will see a red outlined box displayed on the Triton base map. This is the boundary of your detailed maps.

7. Place your cursor inside this box and zoom in.

- *All maps transferred to the GPS of a type (i.e., hybrid) will be displayed once that category is selected for viewing. Navigate to the relative area of each exported map and zoom in to view it.*
- *We do not recommend that users deactivate the Background Maps section, specifically the NA_BA.mgi map. This is the default basemap provided by Magellan. It assists with gaining your geographical bearings when searching for exported TOPO! maps.*

8.2.5 Removing Maps from Your Triton

When you no longer need a map on your Triton, you can remove it using these steps.

» To remove maps from your Triton

1. Connect your Triton with the TOPO! Explorer application. **See Section 8.2.2 “Connecting Your Triton.”**

2. Once your Triton has been connected, click the **Maps on Triton** tab.

3. Select the maps you want to delete from your Triton.

4. Click the **Delete Selected** link on the right-hand side of the **GPS** menu display.

A message displays: “Deleting Maps from GPS. Please wait . . .” Finally, the message “Map successfully deleted” displays once the map has been removed from the GPS.

8.3 Transferring Waypoints from Your GPS

This section explains how to transfer waypoints from your GPS. These instructions work for all supported GPS brands.

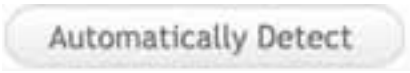
» To transfer waypoints from your GPS

1. Log in to TOPO! Explorer desktop application.
2. Perform any prompted live updates.
3. Connect your GPS unit to your computer and power it on.
4. If prompted, install the needed manufacturer-specific drivers so that your GPS can communicate properly with your computer.

   We recommend that you visit the Web site of your GPS manufacturer to install the drivers you need.

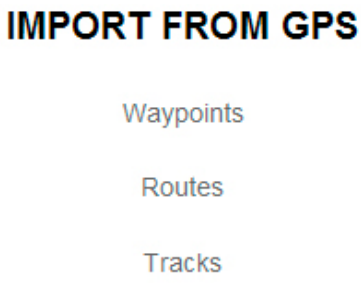
5. On the **Navigation** menu, in the **Import/Export** bucket, click **GPS – Connect**.

6. Next to the **Connect to GPS** heading, press the **Automatically Detect** button.



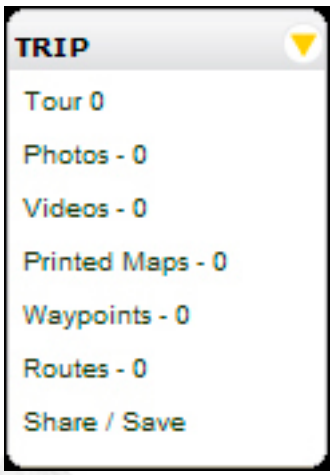
TOPO! Explorer should say, “Status: Connected to GPS device.” If you see “Status: Failed to find any connected GPS devices,” please check your connection and repeat steps 1-6 again.

7. Under **Import from GPS**, click **Waypoints**.



After transferring your waypoints successfully, TOPO! Explorer will say, “Waypoints successfully imported.”

8. To view your imported waypoints, on the **Navigation** menu, in the **Trip** bucket, click the **Waypoints** link.



9. Finally, click the name of your desired waypoint to view more detailed information.

8.4 Transferring Routes to Your GPS

This section explains how to transfer routes to your GPS. These instructions work for all supported GPS brands.

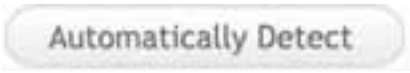
» To transfer routes to your GPS

1. Start the TOPO! Explorer desktop application.
2. Open a trip file containing routes you want to transfer to your GPS, or start a new trip and draw your routes on the map using the **Route** tool .

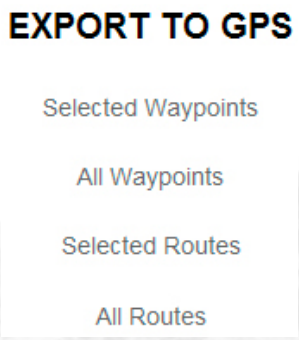
   For more information, **see Section 6.1 "Opening a Trip File."**
3. Connect your GPS unit to your computer and power it on.
4. If prompted, install the needed manufacturer specific drivers so that your GPS can communicate properly with your computer.

   We recommend that you visit the Web site of your GPS manufacturer to install the drivers you need.
5. On the **Navigation** menu, in the **Import/Export** bucket, click **GPS – Connect**.

6. Next to the **Connect to GPS** heading, press the **Automatically Detect** button.



   TOPO! Explorer should say, "Status: Connected to GPS device." If you see "Status: Failed to find any connected GPS devices," please check your connection and repeat steps 1-6 again.



7. Under **Export to GPS**, click **Selected Routes** or **All Routes**.

   After transferring your routes successfully, TOPO! Explorer will say, "Routes successfully exported."

8.5 Transferring Tracks from Your GPS

This section explains how to transfer tracks from your GPS. These instructions work for all supported GPS brands.

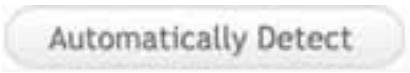
Currently, tracks can be imported but not exported.

» To transfer tracks from your GPS

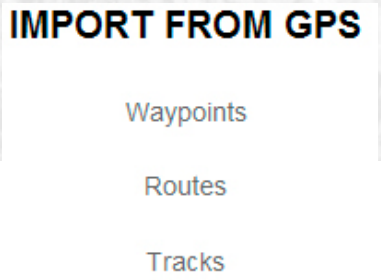
1. Log in to TOPO! Explorer desktop application.
2. Perform any prompted live updates.
3. Connect your GPS unit to your computer and power it on.
4. If prompted, install the needed manufacturer specific drivers so that your GPS can communicate properly with your computer.

   We recommend that you visit the Web site of your GPS manufacturer to install the drivers you need.
5. On the **Navigation** menu, in the **Import/Export** bucket, click **GPS – Connect**.

6. Under the **Connect to GPS** heading, press the **Automatically Detect** button.

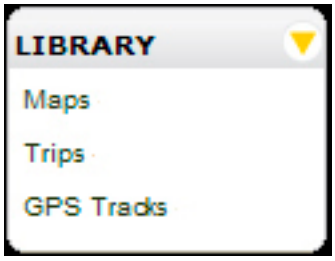


   TOPO! Explorer should say, “Status: Connected to GPS device.” If you see “Status: Failed to find any connected GPS devices,” please check your connection and repeat steps 1-6 again.
7. Under **Import from GPS**, click **Tracks**.



After transferring your tracks successfully, TOPO! Explorer will say, “Tracks successfully imported.”

8. To view your imported tracks, on the **Navigation** menu, in the **Library** bucket, click the **GPS Tracks** link.



9. Finally, click the name of your desired track to view more detailed information.

SECTION D: TROUBLESHOOTING AND MISCELLANEOUS UTILITIES

If you find you're having trouble with TOPO! Explorer and you need troubleshooting information, this section will guide you to the information and support you need. This section also contains information about some of the utilities that TOPO! Explorer uses, but that you as a user may not need regularly.

In This Section

Chapter 9: Troubleshooting TOPO! Explorer

This chapter includes some basic troubleshooting information for TOPO! Explorer, some specific information for installation issues, and contact information and Web links to find the most up-to-date troubleshooting information available.

Chapter 10: Integrating with Other TOPO! Products

This chapter explains how to import and open .TPO files and how to activate the maps that come with the State and Weekend Explorer software package.

Chapter 11: Uninstalling TOPO! Explorer

This chapter gives the Windows PC and Mac instructions for uninstalling TOPO! Explorer from your computer (Windows PC and Mac instructions are both included).

9 Troubleshooting TOPO! Explorer

This chapter provides troubleshooting information you may need as you install and run TOPO! Explorer. Much of the troubleshooting information is located on the www.topo.com Web site so that it can be updated quickly. Also contained in this chapter are some common installation errors and the solutions for fixing them.

9.1 Finding Help

If you need troubleshooting help not contained in this guide, please check the following Web links:

- http://wiki.natgeomaps.com/wiki/TOPO_Explorer – This wiki contains the most up-to-date and detailed troubleshooting information available, including:
  - How to identify your version (both Windows PC and Mac steps).
  - Creating a log file for troubleshooting (both Windows PC and Mac steps).
  - Windows PC-specific troubleshooting information such as continuous reinstallation and video card driver crashes.
  - Version history and release information.
- http://www.natgeomaps.com/topoexplorer – Contains product information for both TOPO! Explorer and TOPO! Explorer Deluxe.
- http://www.topo.com/forums – Contains tips and tricks and suggestions from other users.

To contact National Geographic Maps about a technical issue, e-mail: topo@ngs.org.

E-mail: To submit a nonsupport related inquiry via e-mail maps@ngs.org.

By mail:
National Geographic Maps
212 Beaver Brook Canyon Rd.
Evergreen, CO 80439
United States

Phone: 800.962.1643 (U.S. or Canada) or 303.670.3457 (elsewhere)

Fax: 800.626.8676 (U.S. or Canada) or 303.670.3644 (elsewhere)

Office Hours: Monday – Friday 8 a.m. – 5 p.m. Mountain Time

9.2 Common Installation Errors

If you are experiencing an error when installing TOPO! Explorer, please check this section because it contains information about the most common installation errors and their solutions.

Problem: httplocalhost2006error_login_failed.html
Solution: This error message usually means that the Internet connection could not be established. If you know your Windows PC is connected online, but continues to get this error even after rebooting the PC, there might be Internet protection software running. Spyware, anti-virus software, or a firewall may be running in the background and not allowing the TOPO! Explorer application to communicate with the www.topo.com servers. To resolve the problem, take down your spyware, antivirus software, or firewall during the installation process.

Problem: Error code 2869
Solution: The error is related to security permissions for your Windows Vista user account. To fix the problem, browse the installation disc and right-click on the setup.exe file. Then choose the option Run as Administrator.

10 Integrating with Other TOPO! Products

This chapter explains how to perform some of the procedures related to integrating TOPO! Explorer with other TOPO! products. It also explains how to activate the maps that come with the State and Weekend Explorer software packages.

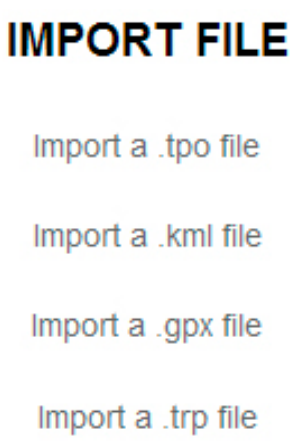
10.1 Importing and Opening .TPO Files

This section explains how to open and import a .TPO file made from other TOPO! Products. TOPO! State Series, Weekend Explorer, Backroads Explorer, and earlier editions of the TOPO! Regional Series all used the .TPO file extension for saving custom maps. TOPO! Explorer can read these files and will automatically convert them into the new .TRP file format for sharing on the Internet.

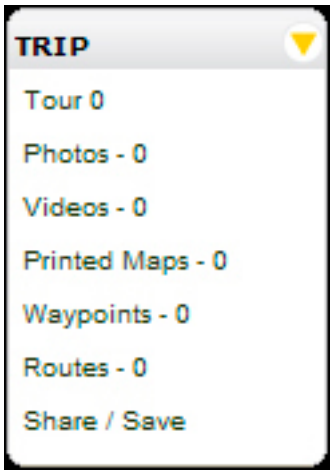
» To import and open .tpo files

1. Launch the TOPO! Explorer Application.
   You can choose to log in if connected to the Internet; however, it is not necessary.
2. To open the file, choose one of the following options:
   - From the TOPO! Explorer **Navigation** menu, in the **Import/Export** bucket, choose **File – New or Open**.
   - On a Mac, choose **File/Open** at the top of TOPO! Explorer

3. Select the **Import a .tpo file** option.



4. Browse to and select the .TPO file you want to open.
   The file opens and its contents appear in the **Trip** bucket of the **Navigation** menu.



5. You can now edit any of the original contents, add new items to it, save as a trip file, or share it on the Internet.

10.2 Activating State and Weekend Explorer

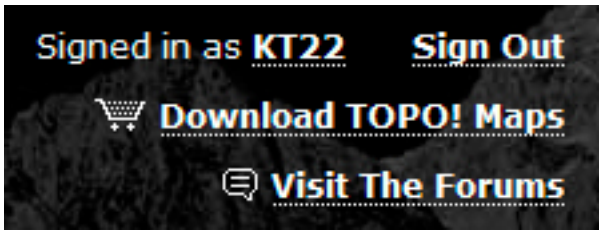
The TOPO! Explorer desktop application enables users of TOPO! State Series and TOPO! Weekend Explorer to retain use of the maps they have previously purchased by activating them in TOPO! Explorer. After activation users can zoom into and browse any of the topographic map levels and areas included with their other TOPO! titles. These maps will not be read off the original CDs but instead streamed via download and cached for use offline because TOPO! Explorer uses a new map format that is not compatible with the maps on the CD-ROM. Note that aerial and hybrid imagery is not included in this process as these layers are not part of the other titles' map layers. These additional layers can be added with the purchase of SuperQuads.

This feature only works for TOPO! State Series or TOPO! Weekend Explorer versions 4.0 or higher.

For users with TOPO! State Series product versions before 4.0, you can still activate your software with TOPO! Explorer. Send an e-mail to Explorer@topo.com and include the name of the product you want to activate and the PIN number located on the front of Disc 1.

» To activate State and Weekend Explorer

1. Locate the TOPO! serial number sticker attached to your CD case.
2. Log in to TOPO! Explorer.
3. Click your username to access the Account page.



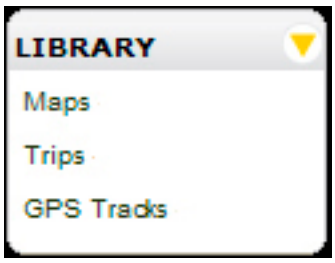
4. Click the **My Purchases** tab.

5. Click the **Enter another Serial Number** link and enter the TOPO! serial number exactly as entered.

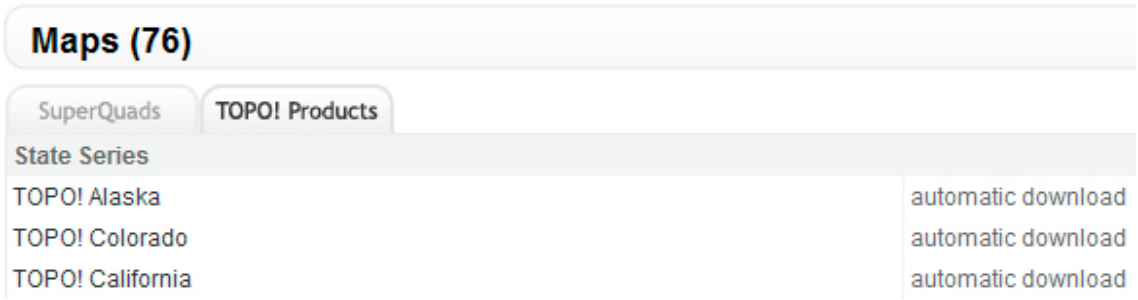
Be sure to enter the number using capital letters and dashes as shown on the sticker.

6. Follow the onscreen prompts to complete the installation.

   Your activated states will appear in the **Maps** list on the left **Navigation** menu under the **Library Bucket**.



7. Lastly, click on the **TOPO! Products** tab to view your activated states.



11 Uninstalling TOPO! Explorer

If you find that you need to uninstall your TOPO! Explorer software, this chapter explains those procedures. Please note that there are separate instructions for uninstalling TOPO! Explorer on a Windows PC and a Mac.

11.1 Uninstalling TOPO! Explorer from a Windows PC

This section explains how to uninstall TOPO! Explorer from a Windows PC.

» To uninstall from a Windows PC

1. From your computer's **Start** menu, go to **Control Panel**, then **Add or Remove Programs**, and choose **TOPO! Explorer**.
2. After the utility runs, go back to the **Start** menu and choose **Search**.
3. Search for "topo! explorer".
4. When a list of folders and files appears, delete the folders named "TOPO! Explorer," and this will remove all files related to this application.

11.2 Uninstalling TOPO! Explorer from a Mac

This section explains how to uninstall TOPO! Explorer from a Mac.

» To uninstall from a Mac

1. Trash the TOPO! Explorer(.app) application.
2. Trash the folder (username) > Library > TOPO! Explorer.
3. Empty the trash.